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N012 = will not work on A1200
512K = will work on 512K machines
HDR = Hard Drive Required
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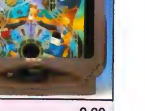
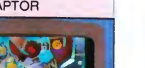
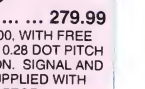
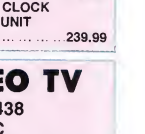
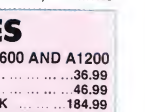
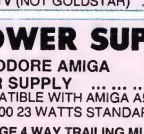
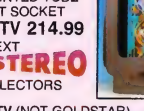
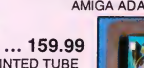
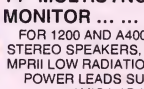
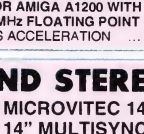
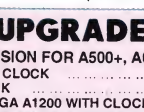
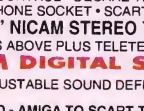
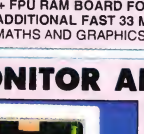
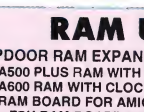
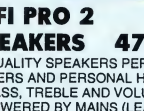
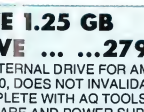
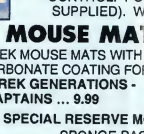
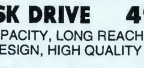
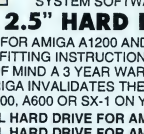
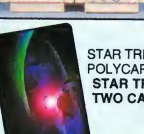
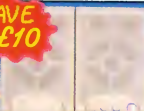
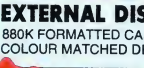
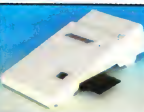
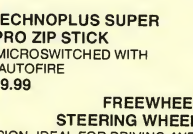
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Coverdisk enquiries should be directed to the hotline number as detailed on page 9.

We have a new found love of all our readers but regret that we still cannot answer your phone calls.

It's a skinny blighter, but it still needs writing you know!?

Time of the month: Bodyform

News p10

New Gloom release information, more new Amiga re-release stuff, Virtual i-glasses and a whole host of other really interesting things



Subscribe p64

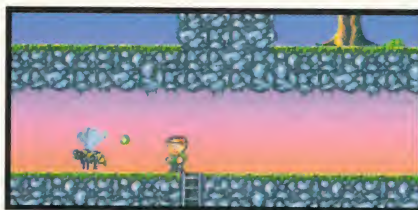
If you will. Please

Superleagues p68

Lists, lists and more lists. You pick a genre and discover which we reckon is the best release in its field. If it's a classic it'll be in here. A damn fine read if you're into that sort of thing

Public Domain p36

Joy oh joy! We all love PD so much that we just HAVE to tell you what's new, what's hot and what's not



Win! Stuff p44

Gloom hit the shelves before the rest of the Doom clones, and here's your chance to win the game itself. Assuming you haven't already bought it that is



Write Up Your Alley p39

The more of the magazine you write, the less work we have to do. And that's more than fine by us!

Swap Shop p72

This month's feature ad:
Wanted, penpals around the world to swap games, hints and cheats.
'INCREDIBLE'

Reviews p17

Full price

Citadel.....	22
Flight Of The Amazon Queen ..	26
Hollywood Hustler	24
Pinball Mania	18
Thomas Pinball	30
Virtual Karting	32



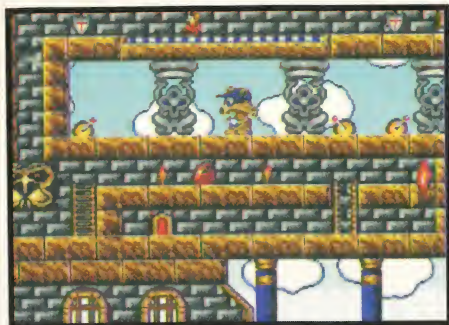
Flight Of The Amazon Queen
Indyish adventure release from Warner Interactive



Pinball Mania
Part of the new Amiga Magic package.
Developed by Spidersoft and reviewed by us

Budget p35

Alien Breed: Tower Assault ...	35
Football Glory	35



Penguins
Puzzle away with our flightless friends

Previews p46

- Penguins**49
Primal Rage54
Street Racer46
Super Street Fighter II Turbo .50



Primal Rage
Jurassic scrapping converted from the recent arcade blockbuster



Street Racer
Converted from the Mega Drive, this racer promises great things



Super Street Fighter II Turbo
The original and best beat'em-up has finally been brought bang up-to-date

Features

This Joystick's Knackered p14

Or in other words, a collection of some of our favourite excuses when things haven't gone exactly to plan in a two-player game

Get a life! p66

This month, read the truth about that bloke who plays moronic Rick Alessi in Neighbours. His very own book is naturally one helluva read. Plus a review of an album by some bloke called David Bowie



Game Guides

Ishar 3 p56

A timely move by us to ensure that all buyers of this budget release don't become too disheartened by it all. Here's a quick run through the first part of this monster adventure thang

Son of Boggit p60

The S.O.B. simply couldn't find time to produce anything of interest about Ishar 3, but he's still managed to sort out a plethora of other stuff to solve all your adventuring troubles

Small Tips p58

If you're after tips, level codes, or downright blatant cheats, you should look no further than our proper ace Small Tips section. It's two pages packed to the rafters with top stuff



Coverdisks p6

Disk 1

Disk 2

Charlie J Cool

Not one but two playable demos of this Mario-esque platformer. Due to Rasputin unfortunately biting the dust, this never got a release. But now, with improvements in every department, it's back from the dead



Scramble & Galaxians

Two full games which will make any self-respecting gamer instantly go all weak in anticipation. These are as near to the old coin-op favourites as you're ever likely to see, so look after them and you'll be assured many an hour of mindless laser firing fun



Right, now this is important. ITS Cricket IS NOT THE DEMO ON DISK ONE. In fact, it isn't included at all. It's what is known in the business as a last minute hitch. But don't worry, because instead of that we now have not one, but two fully playable demo levels of the still unreleased, A1200 only, platform funster Charlie J Cool. So everyone's a winner. Er, baby. As well as Chucky J we have two classic full game arcade conversions for you to drool over in the shape of Galaxians and Scramble. They're both from our good mate Kev Gallagher, and Scramble alone took months to complete, so you'd better damn well appreciate it! But we're sure you will. Have fun! Have plenty of fun! Have, in fact, a ball.

Cover Disks

Charlie

Neil Cousins A1200 only

Reviewed quite some time ago (last December in fact), Charlie was originally due to appear via the Rasputin stable. But alas, the doors have closed for good at Fort Rasputin, and Charlie became a casualty of this demise.

The programmer, Neil Cousins, has since improved the game, but is still looking for someone to release it commercially. So, as a reminder, we've bunged two demos of this platformer on the front of the mag to remind everybody of exactly what the full game has in store. At present there are three versions completed – A500, A1200 and CD32.

You take control of Charlie, who just happens to be dead. Difficult to say why he doesn't look all decomposed and stuff, but regardless of this he must negotiate his way through the 28 levels and seven worlds of the full game.

There are several icons for you to pick up, some good and some bad. One to watch out for is the flip screen icon, which will confuse the pants off you until you actually suss it out.

We don't want to give too much away, but you must kill true baddies and not the not-so-nasty nasties. Or something. This will improve your chances of getting Charlie into heaven. That won't happen in this demo though, you'll have to buy the full game for that.

All you need is a joystick to play, and it's so simple we won't even patronise you by explaining it all. Heavenly!

Neil Cousins wishes to hear from prospective publishers. If anybody out there is interested, he can be contacted at:

131 Gunnersbury Avenue

Acton

London

W3 8LE

Fax: 0181 453 0737

Charlie J Cool is one of those games that needs little or no explanation. Basically, he's a sprite in a platform game and you have to guide him through changing levels, picking up various icons and power-ups, and avoiding or stomping on enemies. The hearts to the right of the screen show how many lives you have left and the little wooden sign saying GOAL is the end-of-level marker. You have to reach here before all your hearts disappear. Obviously

J Cool



Galaxians

Kev Gallagher

All Amigas

You've played it before and you'll play it again. You'll soon realise that regardless of its age, Galaxians is truly one of THE finest games ever. It's very similar to Space Invaders, in that all you have to do is clear wave after wave of alien crafts by moving only left and right while firing like a good 'un.

To play this demo you must enter the relevant number when a message appears after you insert the disk, and then hit return for it to load. It's as simple as that.

Once things get underway, it's a shoot'em-up of immense proportions. Well, it isn't, but it will keep you playing for ages as you blast away the waves of ships that are trying to halt your progress. Occasionally one of the blighters will peel away from the massed ranks of aliens and descend towards you, firing its lasers for all it's worth. Avoid these and shoot them at an opportune moment to ensure your survival to fight another day.



My, this is a big caption box. And when you're faced with a screenshot as uninteresting as this it can be a bit of a nightmare. Er, so Galaxians then; a great game with a great history. It used to be in all the arcades, sort of an up-market version of Space Invaders, but not quite as classy as Defender. It's still great though. Er, yes

Scramble

Kev Gallagher

All Amigas

It's another classic from the past which everyone will have played numerous times over the years. Ah, the memories of binging 10 pence piece after 10 pence piece into the coin slot and blasting the ground based missiles and fuel drums before coming across asteroids and other equally annoying and badly drawn obstacles.

To prevent a never-ending barrage of missiles homing in on you, you will have to destroy as many radars as you can. This will lessen the enemy threat from missile attack considerably. You'll have to learn to bomb as many fuel drums as you can too, otherwise your fuel supply will run dry and your ship will be no more.

Another thing you have to take into account is the horizontally scrolling landscape. It's a tough job to fly through the sometimes tricky scenery whilst clearing the way ahead.

Each level is long - VERY long - so the game is assured to last quite some time. Only the fittest and most accurate players will progress through to the later stages. You do only have three lives after all.

To load Scramble, use the same method as with Galaxians, this time selecting the Scramble option when prompted. Well, what are you waiting for? Get to it!



Both Scramble and Galaxians have been lovingly programmed by our good mate Kev Gallagher. If you like the look of the games and would like to offer him some work in this field, you can contact him at the following address:

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WELL, THIS IS HOW GOOD WE ARE, BUT HOW ABOUT YOU? ARE YOU GONNA PAY TWICE WHAT WE CHARGE FOR THE SAME PD SOFTWARE, OR ARE YOU GONNA GET WITH THE CROWD? START SAVING MONEY AND BUYING PD AT THE PRICE IT WAS MADE TO BE SOLD AT, NO BIG PROFIT MARGINS, NO FAT GUY GETTING FATTER OFF YOUR BACK, JUST CHEAP PD. JOIN THE 'I'D RATHER DRILL A 2 INCH HOLE IN MY FOREHEAD AND USE IT AS A PENCIL CASE THAN PAY THAT FOR PD' CLUB. YOU KNOW IT MAKES SENSE. WE STOCK MASSES OF A1200 ONLY SOFTWARE AND STILL CATER FOR THE A500'S AND ALL IN BETWEEN. ANY TITLE YOU SEE IN AN ADVERT OR IN THE REVIEW SECTION, IT'S VERY LIKELY WE ALREADY HAVE IT. IF NO, WE'LL GET IT.

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WE'RE BACKING THE AMIGA ALL THE WAY...

What's all this then?

I don't often admit to being wrong, which is of course largely due to the fact that I very rarely am. This month however, I find myself suffering from faltering infallibility, and I'd like to share my concerns with you. It's the Amiga isn't it – it's only in the shops! I have to admit that I never thought it would make it. Well, not never. When Commodore first began to flounder and stocks began to dwindle, it seemed like nothing more than a temporary setback, even when we learned that it wasn't so much floundering, as experiencing all-out bankruptcy. The UK arm of the company had always been healthy and was promising great things in the shape of a management buyout, so why worry? Concerned readers' phone calls were treated with amusement as we eased their retailer-fuelled fears that the Amiga was dead.

So we didn't worry. And the situation got worse. As the months dragged on, publisher after publisher was heard to utter that now familiar phrase: "This is our last Amiga product". So we did worry. A bit. And we got a bit fed up. And we worried some more as the months became many months. And we worried more still when it came to light that Commodore UK could no more afford the rights to the Amiga technology than you or I.

By this stage of the game Amiga Action had long since ceased keeping up with events. Nobody returned our phone calls and we were sure that the Amiga was dead in the water. It was just a matter of waiting for a funeral date. Even when Escom found the cash, we weren't appeased. The games had just about dried up and we'd been fobbed off so many times that it



was difficult to drum up any enthusiasm. Then Amiga Technologies was born. It promised to have Amigas in the shops before Christmas, and we harumphed. We even turned down the chance of a trip to Germany to hear what the people at AT had to say. Largely because we thought they'd nick our seats at the conference, and partly because we don't like Heineken, even when it's free. We began to hate the Amiga and its tortuous demise, and longed for the freedom that its death would bring. Obviously the joblessness would be a downer, but, you know...

So we toiled through the drudgery of life in Amigaville, ever sure that Amiga Technologies would renége on its promise and surprise us not one bit. But there was no er, renégement, and we were surprised. And now we have Amigas. And frankly we're amazed.

Throughout the year-and-however-many-months of the whole sorry balls-up, Amiga Action hasn't lied. Er, mainly because we haven't had much idea of what was going on, and couldn't lie

I SAW A MOUSE, RIGHT THERE ON THE STAIR

convincingly. But anyway... for the most part we've held out very little hope, and we've told you so. We've felt depressed at working within the farce that is the Amiga, and we've let you know. You ask us if an Amiga is better than a PC. We say no. You want to know why the magazine is thin, and we tell you - there's nothing to write about. Only now there is.

Things are still a long way from perfect. Just two average games in what many consider to be an overpriced Amiga Magic pack is not wet dream material, and the question of whether any of the 'big' software companies will return must surely lean towards the negative in light of the release of the next generation consoles. And of course there's the Big Question: Will Amiga Technologies produce yet more Amigas when this batch inevitably sells out somewhere just beyond Christmas?

We don't know. But after all this time we're seeing some movement, and this month we're actually seeing a few more games. It isn't easy being sarcastic month after month you know! We're tired, but we want to believe. So we're going to, until persuaded otherwise.

There is a light at the end of the tunnel, and we are on the train which is shooting through. Unfortunately there's a signal failure and the driver's had a stroke... JOKE!

Your good mate, **PAUL**



New Mouse Shocker!

We realise that this may not actually set the world on fire, but if you're looking for a new peripheral to move your pointer around your computer screen, Technoplus' new one looks as good a bet as any.

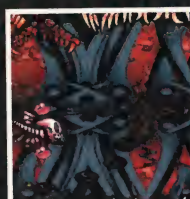
To celebrate the Amiga's triumphant march back into the shops, Technoplus has come up with a superb, high quality precision mouse controller which can be switched between Amiga and Atari ST computers! Designed with contoured lines and a carefully moulded shape to provide a comfortable and accurate grip for the user, this mouse is equally good for both short and extended periods of use.

The two-button peripheral is fully microswitched and incorporates an opto mechanical mechanism which, in tests, has turned out to be reliable and well proven. Representing excellent value for money with an RRP of just £14.99, it's available from most leading computer stores.

On a pseudo-related note, if you buy a copy of Grandslam's ITS Cricket from any Virgin Megastore (at a reduced price of £23.99), you'll get a Technoplus mouse absolutely free! And remember, due to a cock-up that was most definitely beyond our control (and not down to the incompetence of any individual staff member), ITS Cricket unfortunately doesn't appear on the coverdisk as stated on the label. But never mind, we've actually given you something even better instead!

New Game Alert

Atrophy from Intersect Development is one to watch out for in the future. Details are sketchy at the moment as to what it's all about, but we thought you'd like to see a screenshot of a future game for a change. So here it is. Isn't it lovely!



What a Racquet

That king of Amiga sports sims, Audiogenic, has snapped up a fine tennis sim. Super Tennis Champs is extremely playable and should be a worthy opponent for All Stars Tennis (if that ever comes out of course). Featuring a whole host of different players and game modes, STC still has a long way to go before completion. At this stage there's a lot of potential, but it's very rough around the edges. However, by the time Audiogenic has finished with it, it should be competing for the Grand Slam.

Totally Uninteresting

Warner Interactive and Time Warner have merged. We realise that this won't interest you, but it means that we will now no longer get confused as to who's doing Primal Rage and which PR person works at which office.

IF YEW KAN REED THIS YOR I'S R FUNNI

Virtual Vision

Ever since the Disney epic, Tron, people have longed for a virtual world they could escape into to forget the drudgery of their bland, empty lives. Doubtless many of you, although you're probably too young to remember the film, have felt the same way.

Well, we're not saying it's possible now, but the technology has taken a giant leap forward in terms of respectability and price, thanks to the advent of the i-glasses from Virtual Products.

Imagine a two metre television screen with 3D capability and fully immersive stereo sound, and you'll begin to get an idea of just what this impressive piece of hardware is capable of. Available in a couple of different guises you can use the i-glasses as either a full virtual reality experience, with head tracking to control some of the movements on-screen, or you can just use it as a big telly. You'll be able to play your favourite games on an Amiga, Mega Drive etc, or simply fully immerse yourself in the latest 'hot action movie' that you just rented from your local video emporium.

Now for the unpleasant part - the price. The standard version without headtracker will set you back £599 (including VAT). It may seem expensive, but when you think how much a two metre, stereo television would cost you (if one even exists), then it's a mere drop in the ocean. If you want the upgrade kit, you're going to have to call Silica for a price, but you can expect to pay somewhere in the region of another £300 if you want that full VR experience.

Obviously at these prices it's going to take you a while to save up for one of these monsters, but if you've got rich parents, now is definitely the time to start tapping them for the cash - the posh firkers. Throw a bit of a tantrum or something, you know, whatever it is you usually do when you want to get your own way.

If you're interested (and can afford it), give Silica a call. The people there will be only too glad to help you out.



Stop Press!

Hot news just into the Amiga Action office is that we don't have anything to fill this space. Not a bloody bean. Look out for an update on this next month.

See, we can't even fill this bit.

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★ = RE-ENTRY ⬆ = NEW ENTRY

At the end of the day it's all just a game, and whatever the final score we should shake hands afterwards over a Babycham or too. But there are times when losing is too tough, times when losing is annoying, times – dammit – when losing is just not fair. So, here's the definitive guide to the best excuses to use in defeat

THIS JOYSTICK KNACK

The Body Blows games always provide plenty of two-player action and are therefore the perfect arena for your full excuse repertoire to come to the fore. Try, "I would have won, but your fighter has better moves. You had an unfair advantage"

The whinger's guide to never losing



BLAME THE JOYSTICK

The age old joystick excuse is one which even the most honest of gamers can feel instantly at home with. A good time to use this is when you find yourself unable to score a goal at Sensible Soccer. Begin with quiet tongue clickings of agitation, slowly build to a mild curse, then come right out and voice the obvious truth. Elaborate on this truth to leave your opponent in no doubt whatsoever as to the origins of his 12-nil lead. For example:

(An intended incisive pass is sent spooning crowdwards in pathetic fashion)
"Tut."

(A similarly intended pass heads lamely back towards your own goal)
"Tut. God."

(A third hapless effort dribbles miserably goalwards as you fail to make decent contact)
"Agh! This joystick! Do both these fire buttons work? It won't go right. The stick is too loose."

(For added outrage, thump the offending stick with the palm of your hand between syllables.)

BLAME THE GAME/PROGRAMMERS

Particularly useful when all else fails. Blaming the game or the programmers demonstrates to your audience just how little control you are afforded over the on-screen shenanigans. The following genuine reasons for failure are used by ourselves in relation to the games mentioned, but we're sure you'll have your own variations on the theme.

TV Sports Baseball – Amiga: *(Ball lollops harmlessly into the crowd for a foul)*

It is nothing but a fallacy that video games are created to entertain. A common misconception of naive liberals who believe that a combination of hand-eye co-ordination and brightly coloured objects moving around a monitor screen will please, delight, or even thrill. Video games are here on Earth for one reason, and for one reason only: to swear at, and to blame. Er, two things then.

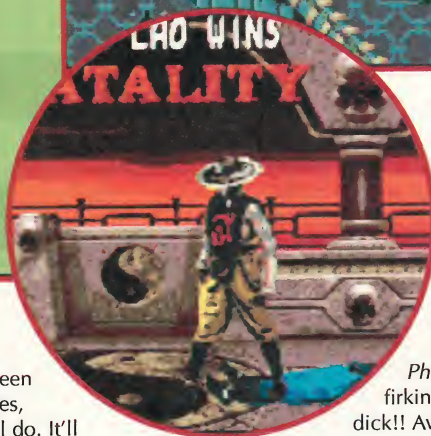
If entertainment is a by-product of these aggressive tendencies then fine. Indeed, in a one-player situation where the shame of failure remains a safe secret between boy and bedroom, enjoyment may prevail. But the most important factor of all in

two-player gaming is winning. Winning, no less, at all costs. And if you don't win, important point number two is, HAVE A GOOD EXCUSE!

Here then are the favourite comments and excuses of the Amiga Action crew and their trusty IDG colleagues, neatly ordered into groups for your delectation. They are the excuses we use for the games we play most during office hours. Er, and by that we mean lunchtime. The phrases here are particular to just one or two of our favourite games, but they lend themselves to a surprisingly wide variety of situations. Try them! And always hold your head high!

Right: Cannon Fodder 2 – “Oh, this space level is absolutely rubbish! I’ve killed all the soldiers but it’s not letting me go on to the next stage. It’s bugged”

Below: Super International Cricket: “Frankiieee! Frankiieee! Aw you lurching get. Look at him! Look at hiiim! He’s wandering around like a right spoon. Check out his positioning. Rubbish!”



ERED!

“No-o! I’m sorry, no! It just goes behind all the time. That’s rubbish that. I’m hitting it full on!”

Super International Cricket – SNES: (Your batsman is run out after you send him on a suicidal mission for that elusive second run) “Aw, come OOOON! Oh yes, that’s how it works. The fielder can hit the stumps from anywhere on the pitch 100 per cent of the time. Well programmed! Ooooh, well programmed!

(Alternatively) “Hello, I’m the programmer, and what I’ll do is I’ll have Joey Deacon

running between the stumps. Yes, that’s what I’ll do. It’ll work a treat and the kids will love it.”

BLAME THE SPRITES

Because computer games are of course real, it isn’t unfair for the sinned-against gamer to suggest that the game sprites may be conspiring in an attempt to see his efforts fail. To this end then, a good telling off is most certainly the order of the day. As in, for example...

Cannon Fodder 2 – Amiga: “Yes, go on Smudger, you stay there and get killed mate! You stay there and simply spin around no matter how many times I move the mouse over to the shed. You’re the best!”

Super International Cricket –

SNES: (In our office our dependence on games is so acute we actually have nicknames for the players. In this case, ‘Frankie’ is the Frankenstein’s monster of a wicket keeper who lurches around like some sort of amateurishly sewn together lump with the fielding skills of

Phil Tufnell) “FRANKIE!! Get the firkng ball! Throw it! Throw it you dick!! Aw God!!” (Frankie, needless to say, is entirely human controlled.)

BLAME YOUR OPPONENT

Particularly useful in a two-player game in which you lose time and time again. The idea is to constantly berate your opponent for his winning tactics and hopefully, through sheer repetition, make him change his ways, thus giving you a chance.

Sensible Soccer is a good example. Or come to think of it, any sports game. “You always score from that corner. That’s a cheat, that corner. You do it all the time. There’s no way I can stop it. It’s not fair. You only do that because you can’t win any

other way. You’re crap at this.”

Or alternatively...

“Johnny One-Way! You’ve only got one way of scoring. That’s the only way you can score. You’re Johnny One-Way.”

Or even...

“You boring get! You ALWAYS do that. Do you never get fed up doing that?”

So there you go. The official Amiga Action guide to rubbish excuses and never really losing at games. And good heavens, it was a rare doozer.

Project X: “Whaaaat! That missile never touched me! What sort of collision detection is that? If I wanted play a game where I died when I collided with fresh air, I’d go to the computer shop and say, ‘Excuse me. Could you sell me a game that’s rubbish please’”



You can sniff it, lick it,
suck it and slurp it. But the
question is, would you eat it?



See this? It's a
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real worm. Grim.



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Action reviews ▶

It ain't no record by any means, but it's certainly a start. The Amiga revival starts here and now. Hopefully...



Every game in Amiga Action is given the mark we feel it deserves.

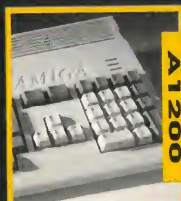
Computer games are entertainment, and we mark all of the games largely on the enjoyment factor they are likely to provide. Sound, graphics, originality and gameplay are all scrutinised by us, your friendly know it alls. Price rarely enters into the equation, although a particularly expensive game (or the opposite) may be looked upon in a slightly different light.



Basically, it all equates to value for money. A picture of the hardware the

game is created for is shown on every revue, and unless it is an enhanced or specific version, the machine will be an A600 (which also covers the A500).

We know you aren't daft (most of you) and leave you to interpret the mark for yourself. If the game plays significantly differently on another Amiga machine, we'll tell you in a differences box, and if it doesn't we'll save ourselves the trouble and not bother. Make sense?



Flight of the Amazon Queen p26

Yes it's true. It has, incredibly, arrived. We told you this was a good month didn't we...

Pinball Mania p18

21st Century is back on the Amiga doing what it does best. Need we say more?



Thomas Pinball p30

Wait! What's this? More pinball? And what's that we hear? It's better than Pinball Mania? That's an unconfirmed rumour sir, and you'll have to read on for proof



Virtual Karting p32

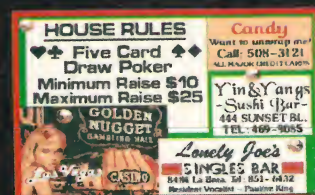
First-person perspective racing game on the flimsiest four-wheelers around



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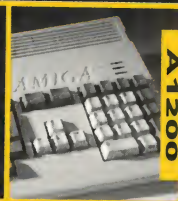
Citadel p22

Hollywood Hustler p24



ACTION REVIEW

BAT 'N' BALL



Ladeez and gentlemen, a big hand please for Gloria!... Estefan! "One, two, three, four, come on baby do a pinball game, five, six, seven times. (Screeeech!... Crash!) Oooh, me back!" Er, here's **PAUL ROUNDELL**...

Pinball Mania



The Tarantula table is based upon the hairy-legged spider that inhabits tropical parts of the world and reptile houses in UK zoos. You know, the ones that have those glass cases with a sign telling you what's in them, but all you can see is a twig and an old sweet wrapper

In the ten months since I reviewed 21st Century's last silverball effort, Pinball Illusions, I haven't played it once. Not that it's pump, you understand; it's just that the version we had on our hard drive corrupted, and it was too much trouble to ring and ask for another.

Surprising really, even for a master of slipshoddery such as myself, because I like pinball, and I especially liked Pinball Illusions. Not proper pinball, I don't like that. Just computer pinball. At work. Too many sweaty losers on the real pinball tables for my liking. Oh, now look – I've gone and made the beginning of my review sound like the beginning of my review of Pinball Illusions. I know, I'll consign issue 65 back to its folder and stop looking at it for phrases I can pinch.

Now then, there was a point in there somewhere, and if you don't mind bearing with me, I'd like to go back and find it.....

Ah yes, not playing Pinball Illusions much despite liking it. Right. Well, because of this hard drive/laziness problem, I was stuck without a pinball game to my name, and spent many a dinner time wistfully looking back upon those few days late in 1994 when flippers flapped and curses echoed asunder as the ball disappeared down the gutter once more. "The only way I'll get to play a pinball game on the Amiga again..." I thought to myself on more than one occasion, "...is if the people at 21st Century do yet another one. But of course they won't..."

Imagine my delight then when it was announced that 21st Century would be producing another pinball game for the Amiga. Imagine my anticipation as, weeks later, I loaded the game into the trusty but dusty A1200 and waited. Imagine my relief on seeing the option of four tables and not just three as in Pinball Illusions. Imagine, if you will, my despair – my anguish – on realising that it was utter bob.

Well, not bob. Not the game itself. Not exactly. How can I put this? Pinball Illusions (21st Century pinball game number three) was better than Pinball Fantasies (21st C PG #2), and Pinball Fantasies was in turn much better than Pinball Dreams (pinners game #1). It stands to reason then that in the great big cycle of pinball evolution, Pinball Mania, this fourth and latest manifestation, should be better than Pinball Illusions. But it isn't. In fact, not only is it not better than game number three, it is nowhere near as good as the first 21st Century pinball effort, Pinball Dreams. And that is what's bob.

So what, as they say, is the crack? Well I'll mention this once and then leave it alone, but it has to be pointed out that Digital Illusions, Swedish developer of the first three 21st Century pinball games, is now out of the picture, and that Spidersoft, PC converter of the previous efforts, has been fully responsible for Pinball Mania.

We have four tables, and by way of introduction we'll call them Tarantula, Jailbreak, Kick-off and Jackpot. The principles are much as you'd expect: Fire the ball into specific positions to gain as

the other three (but ultimately closer to Dreams). But here's problem number two. The ball – its appearance, movement and adherence to the laws of gravity so excellently and progressively mastered by Digital Illusions – has taken a massive leap backwards in all three disciplines. It looks

like a silver circle, slides rather than rolls, and has an alarming tendency to randomly (and occasionally, admittedly) shoot to where you certainly didn't flip it. In fact at times it seems to dither for a split second in the middle of the screen, as if pulled by two opposing and invisible forces. And of course

there is no longer a multi-ball option: No big deal alone, but a point of note considering the game must surely be touted as an alternative to Illusions.

There are a lot of quibbles in this review, and in light of Mania's predecessors, they are all justly deserved.

SEEN IT ALL BEFORE...?

DREAMS

Generally regarded as the first "proper" decent pinball game on the Amiga, and heralding the arrival of Digital Illusions as a, er, force in pinball simulations, its tables were excellently drawn and animated, and the ball moved in a realistic fashion never before seen.



FANTASIES

Bigger tables, brighter colours, better music and a more realistic ball made Fantasies the cash-in hit 21st Century dreamed of. Worthy of purchase even if you were an owner of Dreams, this was a pinball treat the likes of which no-one had ever previously dreamed. Or something.



ILLUSIONS

A longer-in-coming sequel than Fantasies, Illusions had to be special in order to be categorised as anything but more of the same. And indeed it was! Special, that is, not more of the same. Hyper realistic ball movement, and for the first (and last?) time, a multi-ball option. It had taken a hell of a long time to figure out, but it worked a treat, and pinball fans everywhere emptied their wallets once more. And rightly so.



OBSESSION

Yes, it's a decent pinball game which actually ISN'T published by 21st Century. Coming after all of the above three, it offers much the same as Dreams or Fantasies in terms of graphics and gameplay, though ball representation is poorer and it doesn't come close to Illusions.

THE LOW-DOWN

PUBLISHER 21st Century

CONTACT 01235 851533

HD INSTALLABLE No

PRICE Amiga pack

GRAPHICS	82%
SOUND	76%
PLAYABILITY	65%
DIFFICULTY	Erm...

Had this been released before Pinball Dreams then it would have been looked upon as the best pinball game for the Amiga. But, just as Dreams has been bettered by Fantasies, Illusions and possibly Obsession, this is bettered by them all. And considering it's the latest offering, it must be seen in the light of what's gone before it. Basically, it's the fifth best pinball game on the Amiga.

REVIEWED BY PAUL

SECOND OPINION

Nobody else has played it.

OPINION BY NO-ONE

DIFFERENCES

This is the version which comes with the new Amiga pack. 21st Century is promising tweaks for the shop version, and we'll bring you a review of that next month. Or some other time...

OVERALL SCORE

72%

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is it extremely addictive and great fun to play, it's priced at a mere £12.99 to boot.

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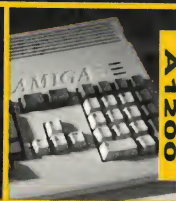
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ACTION REVIEW

SHOOT'EM-UP



Cit

With a wink, a smile and a cheery wave, **ANDY SHARP** sets the coordinates for the bridgehead known as Citadel



The year is 2302 and the Earth is once again in the middle of an economic boom. The planet is defended from all threats by bridgeheads, and at the outer regions of the universe there's a station which goes under the oh-so catchy name of B104-GS12, otherwise known as Citadel.

Prisoners from Earth were forced into slave labour to complete modifications to the base, but soon found themselves being used as guinea pigs for secret military experiments.

Three years later, all communications between Earth and Citadel cease, and a team of 950 men is sent to discover what has happened. As the final approach to the planet is being executed, a single shot from the ground kills the pilot and the ship careers to the ground killing all crew members —

You don't need to clear the area of enemies or pick up any bonuses to complete a level. The exit does however have to be located, and can be anywhere

except for guess who? That's right, you're that survivor, and you must now clear the mutated prisoners from the area single-handed.

Lone survivor

It sounds great, but put all of this aside and you're left with what can only be described as yet another Doom clone.

Citadel has been developed by Arrakis Software in Poland, but Black Legend will be responsible for the release of Citadel in this country. With the recent influx of 3D first-person shoot'em-ups, it should come as no surprise to find that the options in Citadel vary little from what has gone before. Gloom, Breed 3D and Fears all have



numerous options to make the game run smoother on different Amigas, but with Citadel you can choose to leave the floor plain and have the playing window as big or little as you wish. All of these options make the game more playable if you mess about for a bit and see which combination works best.

Graphically, although it's not even fit to lick the boots of Breed 3D and Fears, Citadel does have its own look, and tends to steer clear of the straight Doom clones. Things are bright and clear, unlike in Fears, Gloom and Breed 3D, where the dark overtones add to the atmosphere, and this is just one reason why it's not in the same league as the aforementioned games.

The scrolling also warrants a mention, purely because it's slow and a little jerky.

The B104-GS12 lumbers onto the screen moments before it's blown into oblivion by a lone missile

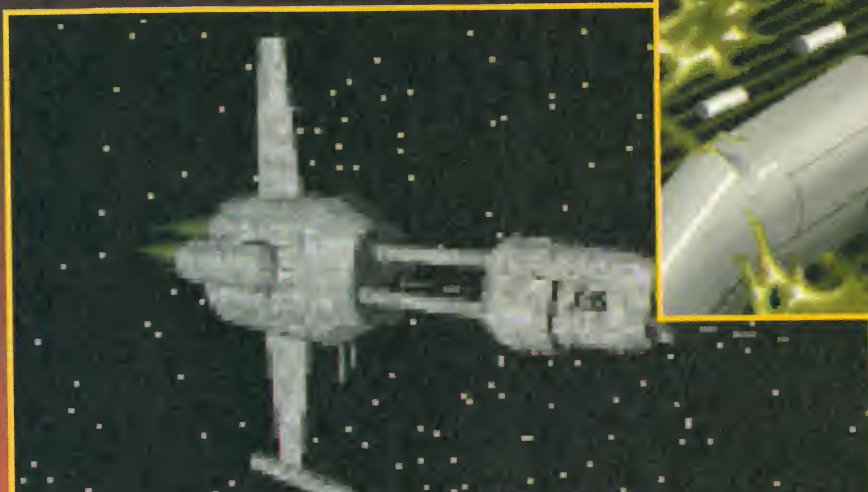
Your progress will be hindered by all manner of locked doors, aliens and these webby things



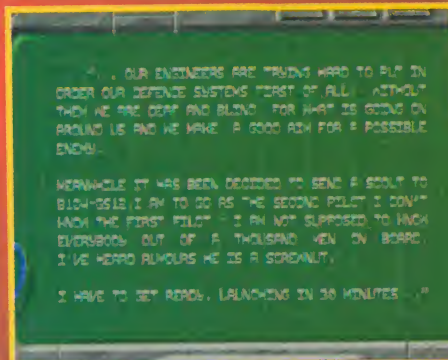
adel



Failed again! This screen will soon become familiar to anyone who plays Citadel on a regular basis



Part of the intro animation. Obviously it's not too animated in this particular shot, but it does move in the game. Really it does



The playing window can be altered at any stage to whatever size you want. Unfortunately, the larger it is, the more stretched the scenery will become

This is nothing an accelerator wouldn't take care of, but for those without, it can be a little frustrating when there's an enemy behind and it takes ages to turn, thus causing you to lose a fair amount of precious energy.

Large slabs

Whereas in Breed 3D et al your character could walk into walls without even so much as feeling a little stupid, in Citadel a tap on a wall will result in a tiny energy loss. It's difficult enough to advance without having large slabs of energy deducted for little or no reason!

In fact, Citadel as a whole is extremely tough on the player. At the beginning of a game your character is completely useless due to the fact that he isn't carrying a single gun.

You have to find a weapon and then some ammo before you can even begin to think of killing the ceiling-hugging mutants or the tough bare chested thugs. The further into the game you progress, the more

weapons you will find. You can select which particular instrument of destruction you prefer by a simple tap of the keyboard, and you don't have to pause the game to do it either. If you're in the middle of a heated battle and your shotgun isn't proving too effective against an enemy's advances, a change to the chainsaw could make all the difference. If nothing else it'll increase the gore content no end.

Luckily there is some respite from the onslaught of enemies in the shape of first aid cases, which can be picked up to regain some vital energy. At some stages you can also pick up bottles of beer which will send your player into drunken heaven for a little time. However, this isn't advisable, as your subsequent lack of control makes you even more vulnerable to the enemy. The only good thing to come out of this is that you don't actually suffer the dreaded hangover.

A lot of time and effort has been spent in getting things up to scratch, and although Citadel is by no means a classic, it's certainly not the worst in its field either.

THE LOW-DOWN

PUBLISHER Black Legend
CONTACT 01438 714121
HD INSTALLABLE No
PRICE £29.99

GRAPHICS	67%
SOUND	71%
PLAYABILITY	64%
DIFFICULTY	VERY HARD

In recent months we've been spoilt by some ever-improving 3D Doom clones. Sooner or later the bubble had to burst, and unfortunately that is where Citadel comes in. But, having said that, as long you're not expecting a Breed 3D or a Fears, what you will get is a fair attempt at a shoot'em-up. It's not the best graphical feat ever, but the sound effects are clear and easily recognisable, and although there are some aspects it could have done without (losing energy banging into walls being the main one), it has all of the elements included in superior games of this genre.

REVIEWED BY ANDY

SECOND OPINION

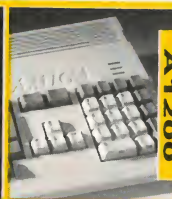
Oooooooh! Dooooooooom! Doomy Doomy Doom! Doom Doomer Doomery Doom-doom, Doom deroo! The world is Doom! Doom! DOOOOOOOOMMM!

OPINION BY Several annoying losers in the IDG office who proper want sorting out

OVERALL SCORE

67%

ACTION REVIEW CARD THANG



Hollywood Hustler



Above: The tension mounts as the cards are dealt and the folding stuff begins to hit the table. And the table hits it back

Hollywood Hustler has taken the computer poker game where it has never been before. A seedy Hollywood club. And what's more, rather than have a cheap attempt at a strip poker effort, Desert Star Software has opted for a game with its own style and a storyline to get you into the swing of things.

You go under the unfortunate name of Punter throughout the entire proceedings, and you are basically down on your luck. No car, no girlfriend, no job, and well, to be honest, you're a bit of an all-round loser. The only way you can boost your self esteem and financial stability is by defeating some of Hollywood's toughest gamblers in a four-way poker match.

Obviously you will need to have some prior knowledge of the rules of poker and which hands win, but it's nothing that a few rounds of top gambling fun won't sort out. Soon you'll be playing like a pro, even down to bluffing your way to a win.

The other three players all have their own personalities, and are either aggressive or weak, depending on what's gone on previously. You will have to suss out their next move to gain wins, and more

importantly, hard cash. This will definitely take some time, so be prepared for some disappointments early on.

With the whole thing being set in Hollywood, it will come as no surprise to learn that the intro sequence is set in a film style, with the credits rolling to the whirring sound of an old movie camera.

Before getting underway, you will have to choose exactly which type of game you wish to play, and which of the three skill levels suits you best. A night's poker can range anywhere from 15 hands to unlimited play, depending on how lucky you feel.

The in-game speech is pretty good, although the farting sound is a little childish. There's also no real need for the swearing, but we all quite like it here because we aren't big or clever.

There are a number of possible endings you can encounter, depending on your performance in the game. At worst you'll remain a down and out on the streets of Los Angeles, but if things go well, you'll become one of the richest punters in Hollywood.

Hollywood Hustler is acceptable as a one-player game, but for anyone with a pack of cards and a few friends, its appeal and longevity is far from assured.

ANDY SHARP
heads off to Hollywood in the hope of finding fame, fortune, and a card game with three of the seediest characters you're ever likely to come across

THE LOW-DOWN

PUBLISHER Desert Star
CONTACT 01482 871210
HD INSTALLABLE No
PRICE £24.95

GRAPHICS	65%
SOUND	73%
PLAYABILITY	77%
DIFFICULTY	Spot On

There has obviously been quite some time spent on HH. The speech is impressive, and the animations keep things ticking along nicely as the background changes from time to time. The movie link is a nice touch too, but in truth it's totally unnecessary. Ah well, at least it's not another of those tiresome strip poker games. Damn!

REVIEWED BY ANDY

OVERALL SCORE

67%

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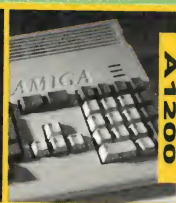


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ACTION REVIEW

ADVENTURE



Flight of the Amazon

STEVE MCNALLY
takes a trip to
South America to
check out Warner
Interactive's long
awaited graphic
adventure

Someone was leafing through old copies of Amiga Action the other day, and was horrified to discover that it is some two years since we first told you that Flight of the Amazon Queen would be out within a couple of months.

After numerous delays due to programming hitches and strategic marketing (ie not wishing to launch the game over the quiet, grave-like summer months), the game is finally ready, and is about to be released by Warner Interactive.

As you may or may not know, Flight of the Amazon Queen is a proper graphic adventure in the traditional style made famous by the likes of Monkey Island, Indiana Jones and any other LucasArts game you care to mention. Point and click is the



The gameplay interface is extremely easy to get to grips with, making the Amazon Queen experience very enjoyable indeed

order of the day, so if you're after something to tax your reflexes, then you're most definitely looking in the wrong place.

Highly challenging, with some exceptionally tricky puzzles, Flight of the Amazon Queen has obviously been designed with the experienced (or very patient)

adventurer in mind. This could put many off, but the saving grace for me is that all the puzzles in the game (well,

the ones I've come across at least), are logical. If there's one thing I hate, it's adventures where the player has to rely purely on luck or trial and error to solve some of the ridiculous problems they are up against (Simon the Sorcerer springs to mind). Thankfully the programmers of this particular game have resisted the temptation to increase longevity by stepping up the difficulty level. For that we can be grateful.

Mincing queen

You play Joe, a humble non-hero type, thrust into various situations you're sure he really doesn't want to be in. All the characters are likable, and this adds a great deal of player interest and involvement to the proceedings.

Joe's such a nice guy that you really feel the urge to help him through his plight, even when you get stuck. It provides an extra incentive in those more frustrating moments, and spurs you on no end.



Several well animated scenes help the storyline along and provide a break from the point and click action

The mad doctor cackles his way through one of the animated sections. He's the bad guy, obviously



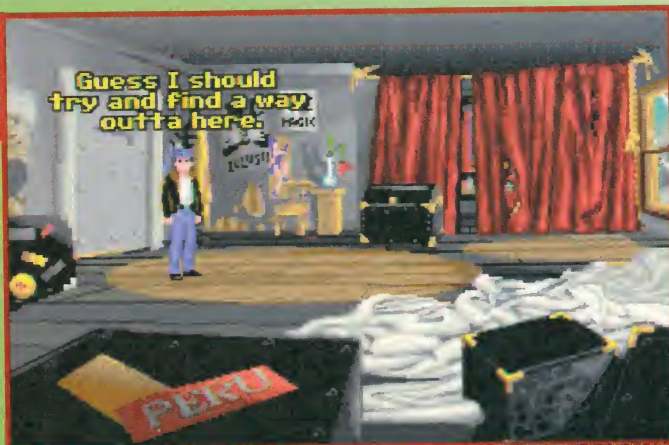
Queen

Joe's buddy waits outside a theatre while our hero risks his life inside



The two baddies on the left of the screen, Rico and Eddie, desperately try to keep their minds on the job, despite the obvious sprite-like distractions

This rather depressing-looking room is where Joe begins the adventure. Where does he go from here?



The graphics are right up there with the best Amiga adventures. The characters are well defined, and the backgrounds, although a touch grainy, serve their purpose well enough. The music also creates a certain ambience. It has a definite 1940's feel, and is somewhat reminiscent of Black Legend's heist'em-up, The Clue.

Flight of the Amazon Queen is by far the best Amiga adventure since, er... probably Beneath a Steel Sky, and that was a long time ago. Competent, playable and enjoyable games are definitely the way forward for the Amiga. Games that don't stun with their incredible looks, animations and superbly original gameplay styles, but do play extremely well, will keep fans of the machine more than happy.

Perhaps programmers should stop trying to emulate the fantastic feats of a Pentium PC or a super console, and begin to work realistically within the limitations of what is essentially a 10 year old machine.

The only real gripe I have with the game is that the disk swapping is a tad excessive if you're playing from floppies. Obviously if you've got a hard drive this isn't going to concern you, but if you haven't, you'd better start working on those biceps. You don't have to swap disks every time you leave a room, but it is necessary fairly often.

THE LOW-DOWN

PUBLISHER Warner Interactive
CONTACT 0171 391 4300
HD INSTALLABLE Yes
PRICE £29.99

GRAPHICS	84%
SOUND	80%
PLAYABILITY	88%
DIFFICULTY	Spot on

Flight of the Amazon Queen is a return to the days when the Amiga was at the forefront of computing technology. I'm not saying that this is as good as say, a decent PC game, but it's definitely the match of any of the classic Amiga adventures of old. Quite why we've seen the massive decline in terms of decent software for the Amiga is beyond me, but full marks to Warner for this one. Quality graphic adventures such as FOTAQ will definitely go down well with owners of this machine. Who knows, this game could herald the beginning of the Amiga resurgence we've been promised.

REVIEWED BY STEVE

SECOND OPINION

This is an absolute treat as far as Amiga owners are concerned. The graphics and sound are as good as anything that's been seen in previous graphic adventures, and the puzzles are logical and set at just about the right difficulty level. Top stuff.

OPINION BY ANDY

OVERALL SCORE

87%

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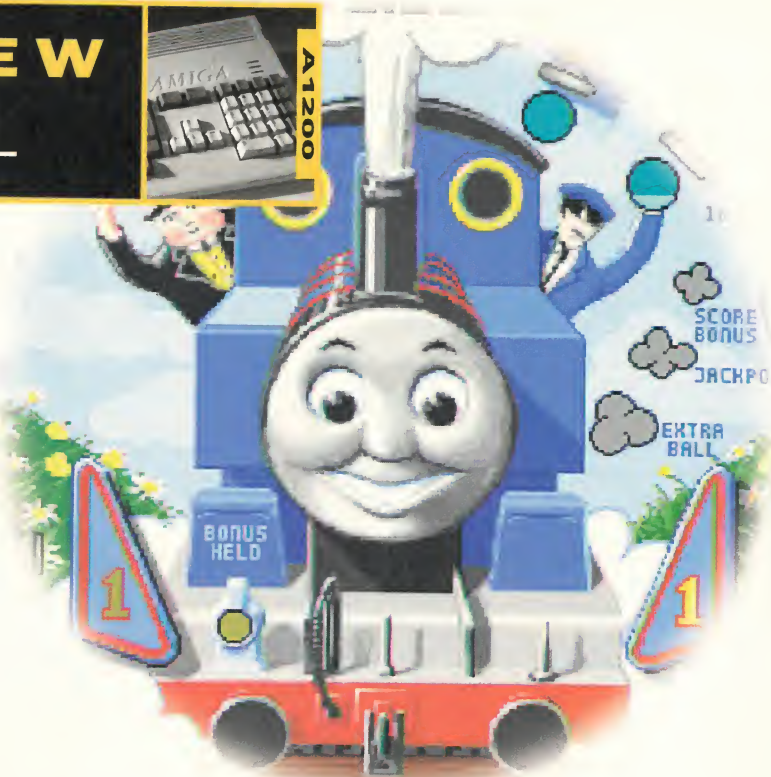
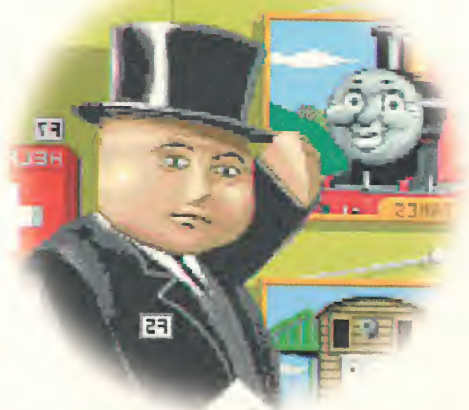
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ACTION REVIEW

P I N B A L L



A1200



Thomas the Tank Engine & Friends Pinball

Kids will love the colourful, simple tables of Thomas and Friends Pinball. It'll keep them quiet for a bit anyway

What a month it's been for pinball on the Amiga! As if Pinball Mania wasn't enough, we've now got Alternative Software's Tank Engine table challenger too! **ANDY SHARP** can't suppress his glee



Ringo Starr must have been pretty hard up for readies when Thomas the Tank Engine worked its way onto the telly. He probably squandered all of his Beatles royalties on parties and expensive stuff over the years. Well, that's what I reckon anyway. He did do a great job with Thomas though didn't he? He held the whole story together without being an oppressive influence. I bet the drummer from East 17 couldn't do half as good a job.

Anyone who has missed out on the visual feast of the TV show and all the books should take a look some time. Without them, Ringo Starr would certainly have been out of a job after failing in his post-Beatles solo career.

The characters contained within Thomas The Tank Engine & Friends are all trains (or steam engines to be exact), with big smiley faces on the front so they can show what sort of mood they are in. And what's more, they can all talk and have their own personalities.

Thomas the Tank Engine is a



Ah, those were the days. People greeted you with a friendly smile, and everything was made out of wood. Even the trains

children's programme, and so the Pinball game is geared towards the young gamesplayer. For this reason it's nowhere near as tough or complex as Pinball Fantasies and the other Amiga pinball games.

There are four tables, all themed on different engines. Each one is colourful and pleasing on the eye, and they all work well in their own right.

The four engines included are Thomas, Percy, James and Toby. The best table is the one that features James, due to the fact that there are more ramps you can hit for extra points. Oddly, the Thomas table is the worst, being practically bereft of any bonuses or targets to hit.

The controls are naturally simple, and anyone can adapt to them in a matter of seconds. All you need whilst playing are keys for the flippers, ball release and a tilt key. This keeps Thomas Pinball in the same boat as the previous outings we've seen from 21st Century and Spidersoft.

Since this is aimed at a younger age group, there are only two flippers, which contrasts from the complicated four flipper tables we've seen in Pinball Mania in this very issue. There are no side gutters either, so the ball can only be lost if it goes between your flippers.

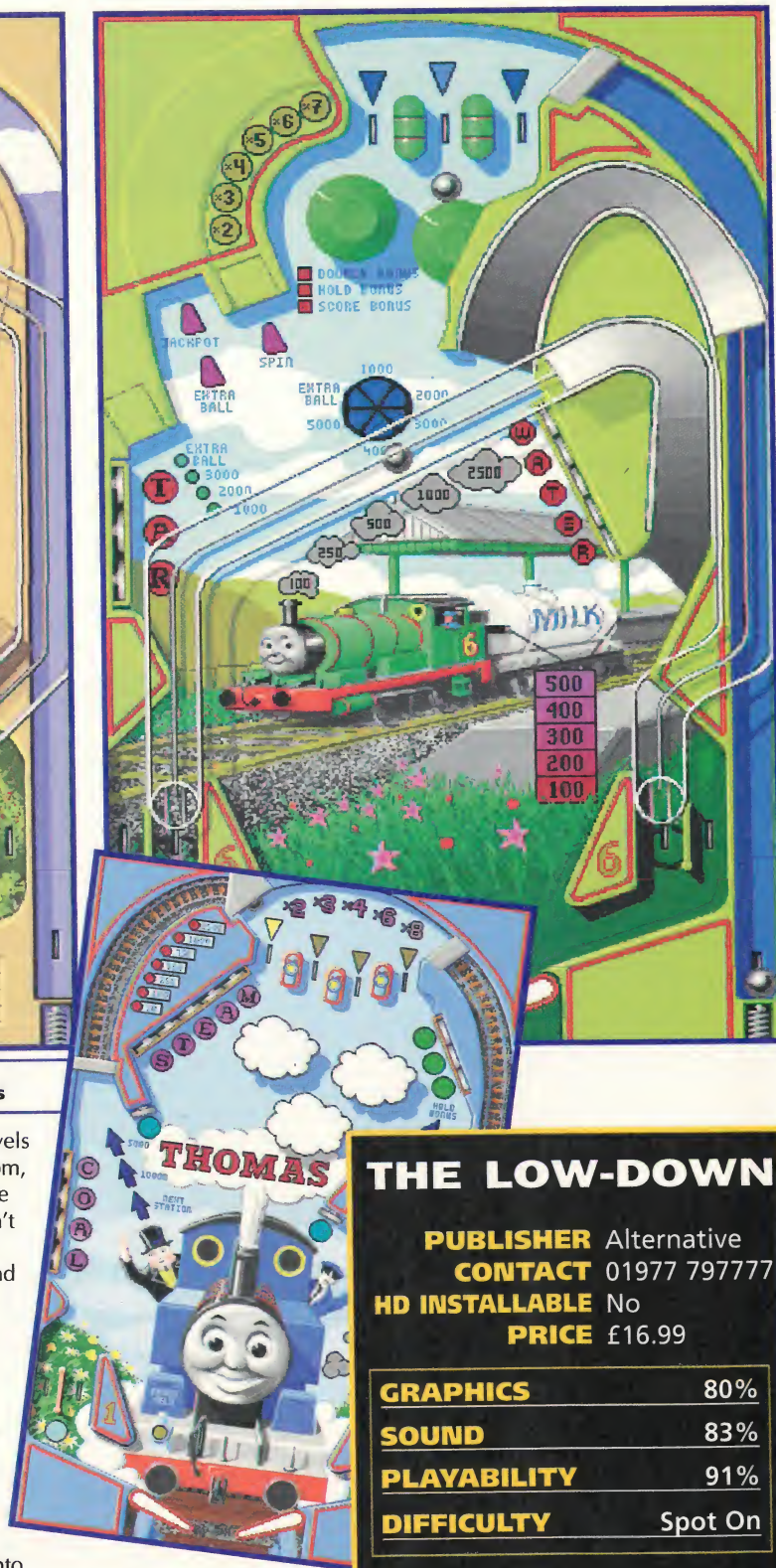
The sound effects and in-game music all come from the TV series itself. There are

three skill levels to choose from, if you feel the challenge isn't up to your standards, and if you're successful enough you may also enter your name on the high score table.

The scoring doesn't go into ridiculous numbers of millions, as let's face it, younger players will struggle to know exactly what score they've reached.

Each table scrolls with great fluidity so you won't have to put up with slow/jerky movements from either the ball as it races around, or the table itself.

If you are a pinball wizard and thrive on the hours of play you've gleaned from Pinball Illusions and other similar releases, this will come as a great disappointment. However, if you want to buy a fun game for a child, or just fancy getting into a colourful world full of steam engines and smiles, this comes highly recommended.



THE LOW-DOWN

PUBLISHER	Alternative
CONTACT	01977 797777
HD INSTALLABLE	No
PRICE	£16.99

GRAPHICS	80%
SOUND	83%
PLAYABILITY	91%
DIFFICULTY	Spot On

The Pinball genre has been explored many times over the past few years, with varying success. There hasn't however been a truly terrible release, and up until now there hasn't been an attempt to make the tables cute and simple. Thomas Pinball looks good, plays well, and if I was still a kid, I'd love it!

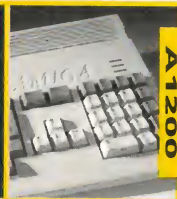
REVIEWED BY ANDY

OVERALL SCORE

81%

ACTION REVIEW

RACING



Over the years, racing games on the Amiga have been plentiful, and 1995 brought us probably the finest example of the genre ever, in the shape of **Super Skidmarks**. However, that was several months ago, and now we're faced with a totally different racing experience – 3D karting.

VK is a driving experience that can be viewed in either a 3D or a 2D mode. It all depends on which perspective you prefer. And the options don't end there. They aren't exactly plentiful, but there are enough to keep the player interested in the game – for a short while at least.

You can choose any class of kart, ranging from the lowly 100cc effort to the mighty

rubber-burning 125cc monster. This will increase or decrease your performance capabilities, depending on exactly how skilful a driver you are.

There are only three circuits to race upon, which is more than a little stingy considering the number of circuits contained within some of the poorer racing games we've seen. Even *Wheelspin* had more than its fair share of differing tracks!

Virtual Karting's circuits are graded in terms of how difficult they are. In other words, there are three skill levels. Beginners will want to stay away from the latter two tracks until they have sussed the first one.

If you fancy your chances of reaching the front row of the grid, you'll get to know the circuits fairly well while qualifying for your chosen race. If you choose to ignore the delights of qualification, the race will begin with you staring at the back of every kart in the contest. That's right, you're the Deletraz of the kart world.

Passing the other karts is a tricky task, mainly due to the fact that they are being piloted by 'intelligent' drivers. Oh, and the circuits are far too narrow too. If just one of your tyres strays off the tarmac for a split-second, you'll find yourself slowing down to such an extent that by the time you've managed to get back on the road again, the other karts will have long since left you for dead. And there's no catching them up once they're gone!

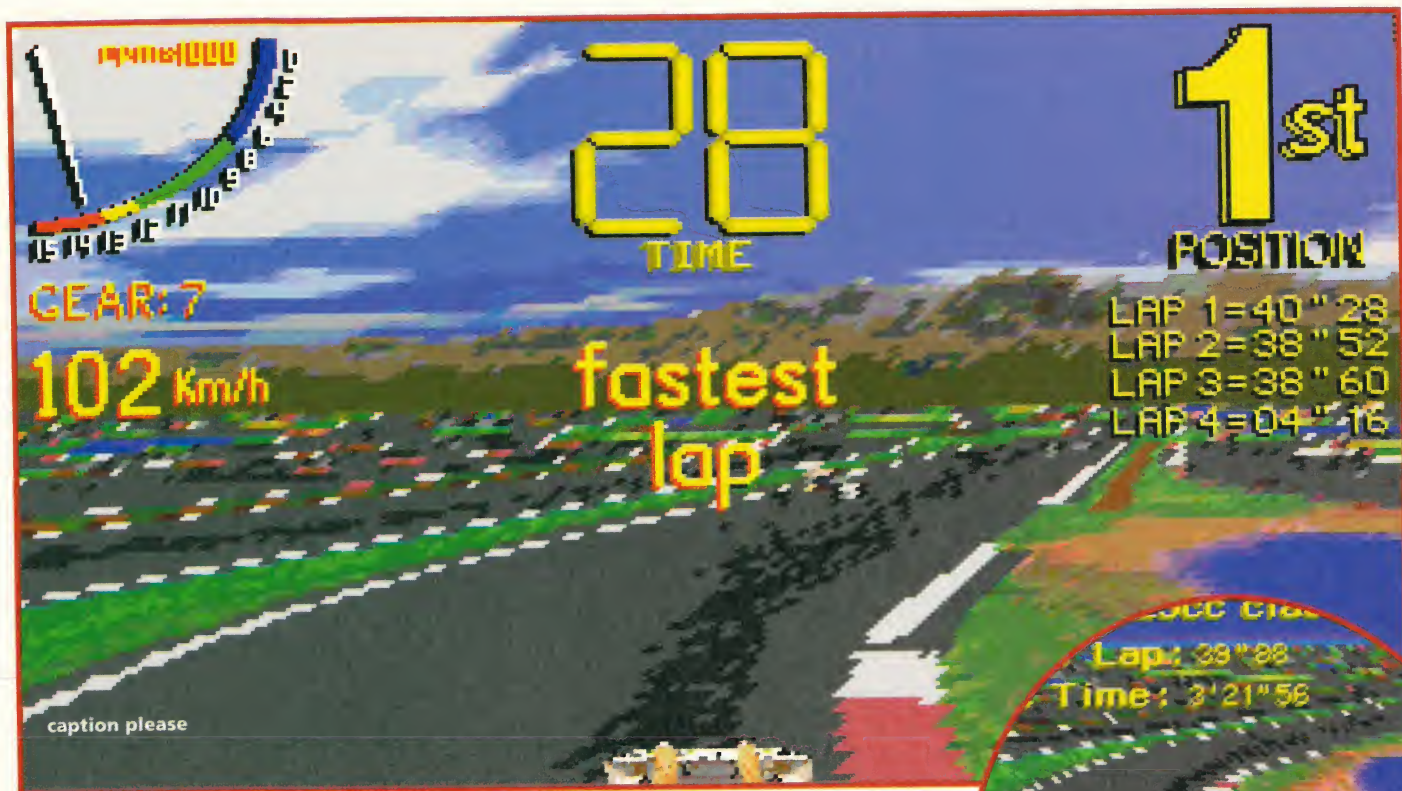
If you persist at playing Virtual Karting for quite



Virtual Karting

OTM, the company responsible for the release of this kart racing simulation, is one of the few developers still prepared to support the Amiga. Or so **ANDY SHARP** would have us believe





some time, and feel that the other drivers are no longer up to your standard, you can try your hand at the manual gears. This adds a whole new perspective to the challenge.

As you'd expect, all this gear-shifting malarkey takes a little time to suss, but it does wildly increase the longevity of the game. And that can only be a good thing.

There are four views you can access while in 3D mode, and only a full/half screen mode while in the 2D view. These won't affect the handling of your kart, but you'll get

a fresh view of the circuit, ranging from a low down perspective to a bird's eye view.

Virtual Karting is best viewed in 3D, with only the front of the kart visible and your feet hammering away at the pedals as you frantically accelerate and decelerate. However, the graphics are incredibly pixelly in this mode. Much more so than in anything we've seen in ages, including the rather splendid yet pixel-infested Gloom.

At the end of the day, if you want a 3D driving game, stick to Formula 1 Grand Prix.



Above: You're about to take second place from the loser up ahead. Once you're past him, only the leader stands between you and the chequered flag. You should be okay, so long as you don't get blinded by the rather impressive sunset.
Left: You get a rather nice representation of a large tower in the background on this track. It must be Paris. Or Blackpool.

THE LOW-DOWN

PUBLISHER OTM
CONTACT 01827 312302
HD INSTALLABLE No
PRICE £24.95

GRAPHICS	68%
SOUND	57%
PLAYABILITY	76%
DIFFICULTY	Variable

Although VK is playable from any of its views, there are some niggles which detract from your overall enjoyment. The sound effects are minimal, but let's face it, how much can you do with car sounds? Virtual Karting is by no means a classic of the racing genre, but it's certainly not the worst driving game around.

REVIEWED BY ANDY

OVERALL SCORE

64%



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[illegible]

TOWER ASSAULT

Publisher Team 17

Price £12.99

In the few weeks preceding the release of the much awaited Worms, Team 17 is keeping its fiercely loyal band of fans happy with the re-release – on both A1200 and CD32 (yes CD32!) formats – of what is, effectively, Alien Breed 2-and-a-bit. And don't let the fact that it was only £20 to begin with put you off either.

Alien Breed 2 took the core of what was a classic game, and added enough modern elements of gameplay, design and graphics to make it stand up by itself as one of the better Amiga shoot'em-ups.

The famous programming team had its work cut out if Tower Assault was to be seen as anything but a hasty cash-in. More new features would be needed, new elements added, new lands explored... er, etcetera.

It certainly isn't a linear game by any stretch of the imagination; there are getting on for 300 possible routes of reaching the evil Mother Alien, who must be destroyed before she, um, does some really bad stuff to mankind. The graphics remain the same clinical but moody AB2 dark hues, with top, echoey sound effects and screeching alien noises to set the old spine atingle. There is also the addition of several ultra-sinister "Dark Levels", explorable only by the light of a kindly provided torch.

As with its predecessor, Tower Assault is excellent when played in two-player mode. In fact in order to get anywhere at all in this huge game, the chances are you'll need a partner as back-up. And that's



where the only problem lies. Tower Assault looks great (the CD32 intro is impressive), and plays brilliantly, as do all the Alien Breed games. It's also well thought out and absolutely oozes atmosphere.

The emphasis has been firmly placed on lastability, but in an effort to provide this, the game has unfortunately been made far too difficult. This is a downright shame, because with a game as good looking and playable as this, you're more than getting your money's worth.

They say golf is a good walk spoiled. Well, the difficulty level here very nearly leads to a good game spoiled. Nearly, but not quite.

Reviewed by
Paul

SCORE 85%

FOOTBALL GLORY

Publisher Hit Squad

Price £12.99

Having seen so many natives of this country attempt to emulate the success of the best football game on the Amiga, Kompart decided that foreign blood, in the form of a Croatian programming unit, was the key to equalling – nay! maybe even beating – Sensible Soccer. Kompart was wrong, but not by much.

Football Glory looks like Sensible Soccer. In fact, it looks like Sensible Soccer to the point that, at the time of FG's initial release, the word 'lawsuit' was used more than once. Used, but never acted upon. And that's good news, because this is a nice game to play.

Where do you start when you want to beat Sensi? You tweak the playability. You give the option of busting forward, lightning fast at the (double) touch of a button. You alter the aftertouch, add a highlights box and make it possible to score spectacular goals from many different angles. You add humour in the shape of occasional pitch invasions and the possibility of tubbing the ref.

Of course you fail, because the game never seems quite as fluent as it might, but you give it a good try and look back upon a game well made and certainly worthy of a £13 outlay.



Reviewed by
Paul

SCORE 88%

PD

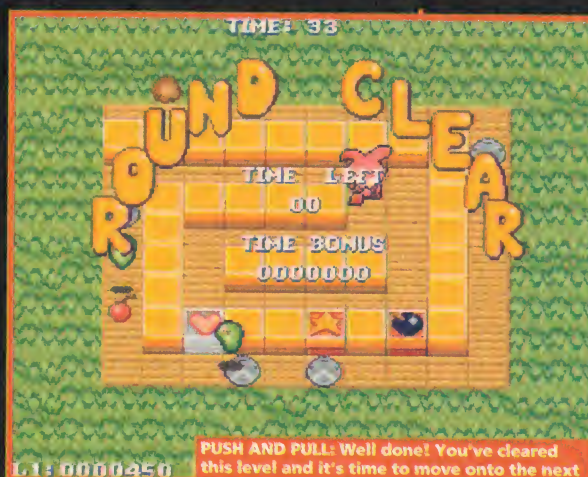
Are things looking up at last in the Public Domain

Push And Pull

F1 Licenceware

Surprise surprise, we have here what can only be described as a puzzle game. How we all adore these PD puzzlers and their really original concepts. Push And Pull will not surprise anybody, anywhere, ever.

The two characters involved are named Push and Pull. They're cuter than cute and must clear each level of nasties by pushing the blocks which make up the stages onto passing enemies. Initially this is very simple, but a few stages in and things become infinitely more difficult.



You may start the game with two players, which involves having both characters inside the maze at the same time. This can pose a few problems, as there's not that much room for manoeuvre in a single player contest. However, this still adds another aspect to the game, and it's well worth having a go to see how you fare.

Every stage

contains a power-up of some description, whether it be lives, extra speed, or invincibility, so your mission is made a little less harrowing.

Not a bad effort if you're into puzzle games which involve a little skill and judgement, but don't think you're going to see the greatest PD puzzler ever.

Greenies

F1 Licenceware

Not so much a game about bogies as little green alien monsters who you must fight to the death in a 3D maze. A maximum of three players can take part in this battle against the computer or each other.

The object of Greenies is very simple indeed – kill the other players before they make your day a misery. To do this you will need to utilise some pretty impressive weaponry,



Nicky Time 2

V12-PD

At first glance, Nicky Time 2 reminded me a little of Ruffian, with its large levels of platform perils and cartoony graphics making things look oh-so cute and cuddly. Even the spiders weren't remotely scary, so I was able to continue playing without breaking into a cold sweat.

Then it hit me – it is almost identical to the old Nicky Boom games. And that's probably where the name comes from.

Nicky Time is a fine investment for any PD collection, as it plays well and looks so much better than your average PD platformer. There are hidden ladders which can be accessed by leaping into what appears to be solid rock, bonuses are plentiful, and although there are numerous nasties to fight your way past, you do have a weapon to blast them away. However, don't run about like a madman, as you'll soon learn that some enemies can't be destroyed. You'll just have to find your way around them as best you can.

At certain points you will come across teleport machines which can whisk you away to strange and distant parts of the level. Another helping hand comes in the shape of birds in eggs (strangely), which aren't plentiful, but allow you to fly to higher regions of the level.

All in all it's an absolute dream to review something as good as this in the PD section!



main? **ANDY SHARP** seems to think so

which can be found just lying around as if unwanted by previous owners. There are also some potions you may use to your advantage, but it's best to learn exactly what effect they will have before downing them.

The three players are all on one screen, so the windows are rather small. But, due to the simplicity of the graphics, the scrolling works rather well. To move your character around effectively, you can make use of the directional keys, which actually work surprisingly well.

Graphically, it's an obvious PD game, with effective gameplay to match its simple objectives. It won't keep you interested for too long, but it's a whole lot better than most similar efforts.

Chaneques

V12-PD

CHANEQUES: Ooh, that's the best name I've ever seen for a game

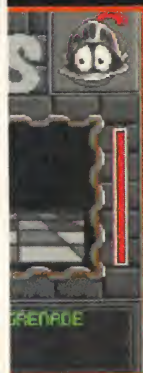


PD puzzle games are usually pretty naff, so it will come as no surprise to find that Chaneques doesn't really break the mould. That's not to say it's awful though, it's just... okay.

You must find a way of transporting a block into the exit using the three characters you are allocated. Each character has his own skill with which to execute

their mission. One can walk up walls and spread himself across gaps to make a bridge, one can walk up walls and push the block icon to the exit, whereas the other is capable of drilling through walls or trees to make way for the others.

The earlier levels are understandably simple to complete, but things begin to get tougher after a while as



M*A*S*H: Yes, it does look rather like worms doesn't it? But who cares? The two games are hardly in direct competition with each other are they? Are they? Or are they?



the challenge hots up. The stages are all against the clock, and one mistake could be the difference between success or failure.

If you successfully complete a stage you will be given a code so you may restart at exactly the same point.

M*A*S*H

V12-PD

Before this game begins, you are given a message stressing that M*A*S*H is not a Worms clone, and to be fair, it isn't. But at the same time, certain bits are very similar. The scenery looks very Worms-esque, and the weapon options seem pretty familiar, but having said that, there are only so many instruments of destruction available.

The idea in M*A*S*H is to defeat your opponent by blowing their supply point off the screen. To do this you can choose to use a 'Spud' or a tank. Either of these options has different advantages and disadvantages, but the general idea is to get the 'Spud' to dig through the rocky scenery, thereby making way for the tank to travel safely to the enemy base.

The mouse controls are very simple to use, making M*A*S*H far



more enjoyable than you would initially think. As you progress through to the later levels, things will become more frantic, but by this stage you will know exactly what the controls do and you'll be more adept at using them.

You may tackle any stage whenever you wish, and to add a little spice to the proceedings, you can have a two-player game where you take turns to do your worst. It's actually not that bad, especially for a PD game.

Contacts

M*A*S*H, Chaneques and Nicky Time 2 are part of V12's PD Gold Vol 1, which costs a mere £2. For an additional 25p you will also be sent V12's latest two-disk catalogue

V12-PD, PO Box 14, Louth, Lincolnshire LN11 8LF

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BACK ISSUES



ISSUE 67 FEBRUARY '95

Cover - ATR

Coverdisk - ATR, Base Jumpers, Exclusive Shoot'em-up Special

Features - World of Amiga Show, 1994 Top 20 Games, Piracy feature, Reader Survey
Reviews - All New World of Lemmings, ATR, Base Jumpers, Death Mask, Dragonstone, KO3: Euro Challenge, Shaq Fu
GTGAs - Mortal Kombat II Special Moves (death moves, friendship moves & babalities), Robinson's Requiem Pt. 3, Reunion



ISSUE 68 MARCH '95

Cover - Alien Breed 3D

Coverdisk - Alien Breed 3D, Kingpin, Valhalla: Before the War

Features - Alien Breed 3D, Film '95, Get a Life
Reviews - Benefactor CD32, Dawn Patrol, The Misadventures of Flink CD32, Guardian A1200, Kingpin, Rokatz, Theme Park CD32, X-It
GTGAs - Jungle Strike (Part 1), Dreamweb (final part to the full solution), Theme Park (complete guide), Space Quest III (full solution), Son of Boggit
PLUS Previews - Akira, Boo the Ghost, Extractors, ITS Cricket, Pussies Galore, Ruffian, Tactical Manager 2, TFX



ISSUE 69 APRIL '95

Cover - Comic Relief 4 Disk Special

4 Coverdisks! - Turbo Trax, Speris Legacy, Four Arcade Classics, Full Game - Blues Brothers (£7 - £4 to Comic Relief!)

Reviews - Akira, Dragonstone CD32, Extractors, ITS Cricket, Jungle Strike CD32, PM3 Multi-Editor, Shadow Fighter A1200, Skeleton Krew CD32, TFX, Turbo Trax
GTGAs - Jungle Strike Pt 2, Dreamweb Pt 2, Shadow Fighter, Lords of the Realm, On the Ball
PLUS Previews - Angst, Baldies, Final Over, Frontier: First Encounters, Kwok's Game, The Speris Legacy



ISSUE 70 MAY '95

Cover - Manchester Utd - The Double

Coverdisk - Kwok's Game, PM3 Multi-Editor, Speris Legacy, Sensible Massacre 2, Demon

Features - The End?
Reviews - Angst, Ants, Champ Manager Italia '95, Man Utd - The Double, Ruffian, Soccer Superstars, Superleague Manager, Sword of Honour, Whizz
GTGAs - Jungle Strike Pt 3, Sensible World of Soccer, Valhalla: Before the War
PLUS Previews - Colonization, Lost Eden, Powerhouse, Player Manager 2, Ultimate Soccer Manager



ISSUE 71 JUNE '95

Cover - Brutal - Paws of Fury.

Coverdisk - Brutal - Paws of Fury, SWOS Bug fixer, Thinkamania.

Features - You Specky Get, World Wide Wonders (Internet).
Reviews - Battle Trucks, Brutal - Paws of Fury, High Seas Trader, Kingpin CD32, Pinball Illusions CD32, Pizza Tycoon, Shadow Fighter CD32, Speedball 2 CD32, Tower of Souls, ATR CD32, Ultimate Soccer Manager, Voyages of Discovery
GTGAs - Valhalla BTW Part 2, Indy: Fate of Atlantis.



ISSUE 72 JULY '95

Cover - All Stars Tennis

Coverdisk - Ultimate Soccer Manager, Ruffian, Mortal Kumquat

Features - Get a Life!
Reviews - Behind the Iron Gate, Colonization, International Golf, Virocop, Syndicate CD32
GTGAs - Brutal - Paws of Fury, Ultimate Soccer Manager, Valhalla BTW Pt 3, Bloodnet, Indy: Fate of Atlantis Team Path
PLUS Previews - All Stars Tennis, Big Red Adventure, Gloom, Timekeepers, Star Crusader



ISSUE 73 AUGUST '95

Cover - Sensible Golf

Coverdisk - Quik the Thunder Rabbit - Fantastic full game giveaway

Features - It's in the Net (Team 17 Cyber Football), Get a Life!
Reviews - F1 World Championship Edition, Obsession, Player Manager 2, Sensible Golf, Tactical Manager 2
GTGAs - Valhalla: Before the War (Pt 4), High Seas Trader, Indy: Fate of Atlantis (Action Path Pt. 1), TFX, Son of Boggit
PLUS Previews - Hyboria: Conan the Destroyer, Pole Position, Tiny Troops



ISSUE 74 SEPTEMBER '95

Cover - The Speris Legacy

Coverdisk - Quik the Thunder Rabbit Pt 2, Timekeepers

Features - Worms, Do a Game entries, Massive Tips Extravaganza
Reviews - Approach Trainer, Gloom, The Speris Legacy, Super Street Fighter II, Timekeepers, Top of the League
GTGAs - Indiana Jones and the Fate of Atlantis - The Final Part
PLUS Preview - Wheelspin, and many others far too numerous to list in this tiny little space. It's an all out preview-arama!

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Write up your alley!

Write Up Your Alley is the section of the magazine that you write. You don't come into the office and use our computers or anything like that. For one thing we don't have enough chairs, and for another we don't want you to witness our hideous gargoyle-like countenances. And neither do we wish to witness yours. But you write it all the same: letters, reviews, and ramblings to the power of 10. We love it, we love you, and we want your children. To sacrifice.

TALKBACK

WIDEBOY

Dear AA,
What the hell are you playing at?
[Andy's playing Striker '96 on the PlayStation and I've just recorded a new high score on Ingemar's Skiing Game on the Mac.] Are you trying to rip off your loyal readers and do you really think you'll get away with it? I bought my September issue of Amiga Action, finished reading the Swap Shop section and put it on top of the pile of other copies of AA. With me so far?
[Yes'm.] But it was much to my disgust that I noticed, as well as the magazine getting thinner by the month, the previous magazines were about half an inch wider than this one! With the price at a crippling £4.25 I really don't know what the world of Amiga magazines is coming to. Buck up AA!
Gary McLaughlin, Grantham

Tell you what Gaz, write us another letter stating exactly what you miss out on through this half inch reduction in width, yeah?

MODEL COMBAT

Dear Paul,
I'm writing to 'Talkback' for the first time after being a reader of AA for some time now. My concern is with regards to the depressed state of the Amiga market. I've seen this before some 10 years ago with the Spectrum, which was a trusty machine in its day.
A lot of Amiga owners who are able to afford PCs are now moving away from the machine we've all grown to love [??]. It appears that once a machine is too popular, it becomes a victim of its own success. It's all politics, through the makers attempting to milk the public dry and bringing out new machines which won't meet the public's demands. These days people are moving away from computers to the 32-bit game consoles such as the Sega Saturn.

The Amiga should have a model to combat most machines on the market rather than have to suffer games which although good, will only ever stay within the limitations of the present machine. What on earth can be done to change this?

Many software companies have given up on the Amiga because the work – or rather the money – will come from the PC or similar machines. Alas, mags like your own, which have carried the

banner all these years, will within time shift to other machines which will keep you in employment and enable you to pay the bills.

Despite my dribble above I will attempt to bear with this dying machine to the end, but it looks as though the end is near. Whatever your mag decides to do I know you'll do it well – of course it's true you are the world's #1 Amiga magazine.
Thanks for your time,
Colin Edwards, West Croydon

Blimey Colin, that read like a suicide letter. Amiga Action? It'll see us all out mate, I'm telling you.

CONFESS ALL

Forgive me Amiga Action for I have sinned,
Normally a devout follower, I have for two years now remained faithful to AA, never deviating and never doubting its supremacy. However, this month I did the unpardonable. Seduced by the offer of a full game featuring some vile devilish troll creatures, I purchased the previously thought damned-to-oblivion magazine The One. And, far worse than this, I decided to buy it INSTEAD of Amiga Action!

With an overbearing sense of guilt and shame I shuffled home with my vile purchase. Bloody hell – what an utter pile of sh?te! The full game was an, err, platform game of an, err, decidedly platform nature **[Not like Quik then]**... yawn. But the 'magazine' (I use the term loosely) was utter b****cks, badly written, unfunny, and, carnal of carnal sins, contained an "exclusive" review of Primal Rage which happened to be the Sega version, "but I am led to believe that the finished product on the Amiga is going to be fairly similar".

Christ on a bike! And I won't even mention the four page Virocop game solution that was just a map of a level – oh, I just did.

Please, please, please Amiga Action, forgive me – I repent, repent, repent.
Yours forever,
Carol Doherty, Darlington

PS I did buy Amiga Action and was impressed by your **[um, it looks like 'five']** competitions, but the entry dates had passed. I realise now that you work in mysterious ways.

Good heavens, even WE have never

reviewed a Mega Drive version of a game. Don't worry about the competitions though, Steve's probably had away with all the prizes anyway.

QUAKER'S OATS

Dear Amiga Action,
Do you remember the good old days of the Amiga like Populous or New Zealand Story, Xenon 2 even. Well, what I am trying to say is the good old of Amiga "Kick Ass."
Yours sincerely,
Aaron Sammut, Wainfleet St. Mary

Well put mate. You're Oscar Wilde you are. Oscar Wilde and his amazing punctuating horse.

ER, SOMETHING.

YES

Dear Sir,
First of all I wish to congratulate you on your "full game giveaway", Quik the Thunder Rabbit.

Although I am not really a big fan of platformers, I did find this game very enjoyable, and considering it was not previously released, this made it all the more amazing.

Also amazing, but perhaps predictable, is how all the other rival magazines blatantly accused Amiga Action of using unfair (and in their eyes, illegal) methods of poaching their readership. All I can say is, 'sod them'. If they'd had the chance to put a game such as Quik on their coverdisks, I bet they would have jumped at it!

On a different note, I too am getting slightly concerned about the reduction in pages in recent issues of Amiga Action. Although you have promised that more pages will be added soon (well, they'll have to be if such things as the Reader Reviews are to happily re-emerge, won't they!), I sincerely hope that you are not on the verge of going the same way as The One.

To all these people who have written in complaining about the new cost of the magazine – SHUT UP!! Rising paper costs DO unfortunately mean that in the real world, magazine prices must also increase if they are to remain in business. Anyway, keep up the good work and I shall look forward to reading the next issue!
Yours faithfully,
David O'Connor, Dinnington

PS Are the two female characters in Street Fighter 2 actually based on anybody? As far as computer sprites go, they're absolutely gorgeous!

You were doing so well. Praise, understanding, the lot, and then that bit at the end. Dave! Take that thing out of the disk drive, you'll electrocute yourself.

DEN-EEEEEEZ

Dear Denise,
Could you please pass the following NVQ timetable out for Wednesday?
10am – Paul Roundell, Gareth Lofthouse, Paul McNally, Jason Sharples, Steve McNally, Alex Lee
11.30am – Neil Jones, Ben Vost, Andrew Maddock, Neil Mohr, Darren Allen, Karen Peach.
Sincerely,
Jim

Oops.

ADVERT MASTER

Every so often you read a letter from a reader complaining about the charges made by PD libraries **[No we don't, but carry on]**. Not all the PD companies have ridiculous charges, though most of the larger companies charge prices that they can on no account justify. I myself run a PD library and am horrified at some of the prices these companies have the nerve to charge. In my opinion PD or shareware should be free and available to

everyone, not something people should make vast profits from. For this reason we are running this offer...
Barry, Pigmy Crush PD

Whoa there B! How dare you try to slip an advert into our hallowed TB pages? Er, it's in next month's PD section instead.

NOT PROPER

Dear AA,
I used to buy The One but I have been trying out other magazines recently **[Johnny Adventurous, that's what they call you]**. In issue 74 there was an article about full games on magazines. I'm in favour of full games because they last a lot longer than a demo, and Quik the Thunder Rabbit was a great game.

If you think the idea of having Thora Hird answering the letters was funny, think again! She (or he) doesn't answer them properly, and goes on about things in her day. I am new to the Amiga and have been wondering how you get such good coverdisks. One last thing; I think your mag is the best because of excellent reviews, brilliant coverdisks, great superleagues and the way you tell the readers everything going on in the world of the Amiga.
Jonathan Sharp, Hove

We don't think having Thora Hird answering the letters was funny either. That's why we did it. It was a dispute, and hey – who won, eh?

BLISS!

Dear Sir/Madam,
I am extremely blissed for me to write to you this few words of mine. By the way how are you? I hope you are fine as I am now. I will like to introduce myself first.
Sir/Madam,
I am a Ghanian boy of 12 years of age and I attend school at Dansoman Baptist Academy in which I am in the sixth class. A friend of my gave me your address and told me so many things about Nintendo Consumer Europress. In fact I was surprised and decided to write to you. I am writing you this letter because my friend told me so many things. One of the things he said was that you provide Nintendo Magazines, Nintendo T-Shirts, Nintendo Game Boys and pens. So I will be thankful and grateful if you give me all of this lovely things.

I will like to end here and hope to hear from you soon. I hope my suggestion will be truly considered.

Please if you are bringing this things please close it tight. Because in my country those who work at the post office like peeping and removing this from our letters. So please close it tight. I will end here because my little pen is crying for ink.

Thank you bye,
Teddy Essel, Accra-North, Ghana

You're possibly the nicest person who's ever written in Teddy. Pity about the futility of your request.

INTERESTING
THOUGHTS

ER, INDEED

Three cheers for AA!

You are the greatest! Being a hard up (and moneyburning) 13 year-old, I don't often have enough money to buy AA, let alone a game for the best computer in the world, so you can imagine my delight when I saw AA with almost a full game on the cover, and a decent one at that!

Being the nice person that I am, I wasn't even bothered about having to buy two issues to get the full game (unlike some people, it seems). The way I see it is this: I'm paying £8.50 for a WHOLE GAME and A DEMO and TWO MAGAZINES! Pheww! That is a bargain!

*I think what you're doing is great. Your mag is quite cheap and you don't have too many A1200 only games which are no use to me.
Er, we've lost your name, Binsville*

READER REVIEWS

Wembley Int Soccer

Audiogenic

Reviewed by Colm Brennan, Dublin

Audiogenic has made really good use of the CD32 joystick for its latest football game, although it looks quite old fashioned in the graphics department and could have done with brightening up. This must be one of the most realistic football games ever, giving you the chance to pick your spot before passing or shooting, and giving you loads of tactical options before you start each game. The sound effects are pretty second rate to be honest, and the game does tend to crash fairly often. But for all these faults, Wembley is a football fans' football game.

Summary: Don't be fooled by its looks. When you've got to grips with it, this is an excellent game.

84%



PGA European Tour

EA/Ocean

Reviewed by Alan Watkins, Dumfries

Having purchased this game for £15 I was willing to forgive a few faults because of its excellent value, and realised it could never live up to MicroProse Golf. Guess what? I was wrong on both counts! I don't need to forgive the faults because it doesn't have any (well okay, the graphics could have stood some improvement), and yes, it is better than MicroProse Golf!

The tournaments are excellent and all the stats are saved, giving you something to aim for time and time again. This means it never becomes a drag to play.

Summary: The greatest golfing success on the Amiga.

90%



Son of Chuck

Core Design

Reviewed by Clive Malinson, Waverlee

This game must be three years old now **[Two and a half actually]** and still there is hardly anything which comes close to it in terms of platform games. You are the son of Chuck Rock, and this is the sequel. Your father has been kidnapped and Son of Chuck needs to travel the prehistoric world to bring him back to safety. Unlike Zool or Superfrog, this is a slow moving platform game, but that doesn't matter because the way it has been designed means that there is never a dull moment, and your rattle comes in useful for more than just shaking about!

Summary: A golden oldie which has become a classic.

91%



Timekeepers

Vulcan

Reviewed by Mike Gleeson, Exmouth

I've never seen any of the Lemmings games, so you'll find no comparisons here! The two Valhalla games were challenging, but in retrospect somewhat illogical, but I still eagerly awaited Vulcan Software's third game. And blimey, what a corker! Amazing and amusing graphics, mindblowing problems, and hours and hours of unbridled fun, all at a budget price! It's about time other less notable mags gave Vulcan the support they deserve, because believe me they're a force to be reckoned with.

Summary: Okay, so I'm a Vulcan fan, but can you name a better software house? **[Don't say 'house'. Please. It makes us cringe]** No way – go and do yourself a favour and buy this game for your Amiga.

99%

Powerdrive

US Gold

Reviewed by Lutfah Ali, Cleveland

If you wanna get up to some serious speed then this is the game for you. But if you wanna get up to some serious control then this isn't the game for you. Powerdrive is a rally game, putting you in the driving seat of loads of great cars as you screech around various tracks, each with their own level of difficulty. The tracks are well designed and the racing is really good fun, but the cars don't have enough control, and it's difficult to make your way around any of the courses without crashing. If the cars were more controllable, Powerdrive could have been a classic. Instead it's just a fairly good game that should have been made a lot better.

Summary: Not the best racing game ever, but plenty of fun.

75%

Macdonald's Land

Virgin

Reviewed by Haarion Marius Petterson, Norway

Oh dear! Where shall I start? The graphics are terrible and the sound is terrible too. The playability is awful. You'll finish it within two days. It's boring and unfunny. I mean, this game is too bad!

Summary: Don't buy this thing!

60%



.....

LADEEEEZ!

SHOW YOURSELVES!

Something strange is happening down on Amiga Farm. Or at least, the smelly corner of that farm which Amiga Action occupies. An uprising does not so much loom, as threaten to burst into full flow. This hallowed part of the universe, which has for so long been the Domain of the Bloke, is becoming the Equal Domain of the Lady-Bloke. They are female, and they are called women for short.

Ooooooooooh good heavens yes. More females are buying Amiga Action than ever before. Previous surveys have shown that just 2% of our readership is female, which means that out of our numerous millions of purchasers, just, er, a few of them are ladeeeeez. Recently however, through an upsurge in Swap Shop advertisements and letters, we have estimated that the fairer sex now account for a whopping one in nine of our readers!

What's going on? Why is this happening? Are the males being eaten and their computers stolen by techno-wannabe siblings? Or are, quite simply, more women buying Amiga Action?

Well yes they are, and we are proud. Proud to be at the heart of a feminist uprising in computer technology, proud to be the flagship of women's gaming. PROUD TO BE WOMEN! Only we're not. But we certainly wish we were at a time like this.

And so we welcome you to our humble magazine with open arms, and hope that you find us not too offensive. We want you to feel at home here and rest easy in the knowledge that we cater for your needs. We're going to cut out the sexist banter in favour of more politically correct comments such as, "This game's so difficult that only a woman could probably play it," and other stuff like that.

We want to hear from you! Who are you? Where do you come from? Where do you live? What do you do? And do you really like the colour pink? We want to know everything, and we'll be running a special ladeeeeez feature in a future issue featuring YOU! Send us a photo (we'll publish it!) and tell us all about yourselves, why and for how long you've been buying AA, what you think of us - everything! Then, er, read all about yourselves later on.

Amiga Action does no longer reside in Sexist City. It is no longer a safe haven for the anti-hero that is Boy Bigot. IT IS A 90'S MAGAZINE AND WE ARE LOOKING AT A BRIGHT NEW DUAL SEX FUTURE.

So come on birds, put down the ironing and write in to us at the usual address.



DON'T BE GLO INDEED, DO

Win a copy of the ultra-highly acclaimed Doomeroo that is Gloom!

Gloom is the frantic blaster from Black Magic which set the office alight when it first arrived. This of course was not a problem, since it was only a matter of time before we torched the place ourselves, but, third degree burns and lasting mental scars aside, we were all impressed. Except for irrational old Steve, who refuses to look at anything that even smells remotely of that most famous of PC classics, Doom.

Well now, with computer games, as with anything else in life, there's little point in paying good money for something you can get for free. Just ask students. And old people. And although every Amiga owner worth his salt should quite willingly be prepared to sell his house and children for a copy of Gloom (which is very good, did we tell you that?), what we say to you is this:

**YOU CAN HAVE A COPY FOR FREE!
BECAUSE BLACK MAGIC AND
GUILDHALL ARE VERY GENEROUS.**

Yes. Not everyone obviously, just 10 of you, and what you have to do is this:

Design a weapon. Like they have in Gloom. Only not exactly like that or it would be copying. But a big gun kind of thing, y'know? Design it, draw it, tell us what it does, what it fires and who it is designed to take out. That's the general idea.

Put your imagination to the test, using pencils, crayons or whatever the hell you like, and don't be worried if you're a bob artist. No, actually do

worry, because you almost certainly won't win if you are. Ha!

Have your entry with us by, um, January 3, and watch your postbox for the arrival of the game. For ever.

Send your efforts to: I've Drawn a Ruddy Great Gun, Amiga Action, Media House, Adlington Park, Macclesfield SK10 4NP.

Envelopes insulting Steve McNally will be looked upon more than favourably. Unlike Steve, who is looked upon with disdain and the utmost contempt.



OMY! OR



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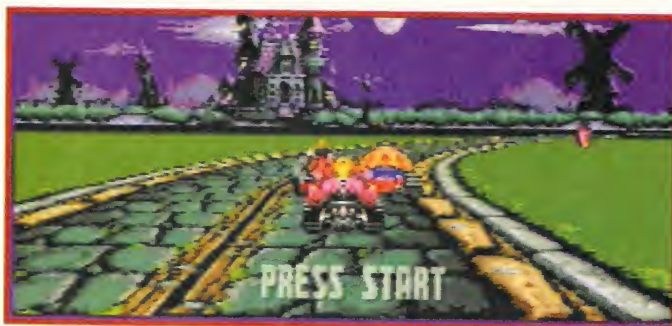
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PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE PROMOTIONAL MATERIAL FROM OTHER COMPANIES

in WinWinWinWinWinWinWin

A far from familiar face on the Amiga over the past few years, UbiSoft has now chosen to rekindle its interest. It is pulling out all the stops to ensure that Street Racer on the Amiga is every bit the game it was on the consoles, where it scored highly right across the board. And this despite some extremely strong competition in the shape of Micro Machines 2 et al.



Historically, the Amiga has always been the platform on which racing games first appear. Lotus, F1GP, and Skidmarks all made their bow on the famous old machine. Unfortunately, the situation at the moment means that most companies are running from the Amiga scene as if their very lives depended upon it. Those debuts are a thing of the past, with the PC and PlayStation taking over as the new lead machines.

PAUL ROUNDELL is therefore pleased to announce that UbiSoft has seen the light, and is busy converting its latest console smash onto the Amiga.

It's a racing game which can be tailored in the options department so that it is no longer a racing game at all, but... a football game! Oh yes, Football is one of the options you can choose, and it takes in-car entertainment to a whole new dimension. Basically, it's a behind-the-car perspective game of three (or however many you choose)-and-in, with you hammering around in your car intent on robbing the other players/drivers of the ball by skilful joystick mastery, before hammering it home. Let's hope the Amiga's one-button control can cope with it...



STREET RAC



Even through the great Commodore "depression" of recent times, racing games are the one area in which the Amiga has retained respectability. Titles such as Roadkill, Turbo Trax and Super Skidmarks have all appeared and impressed the waiting masses in the last year or so. UbiSoft is confident that its effort will be every bit the equal of these games, relying as it does not only on the racing aspect alone, but on some comedy moments and a few original out-takes and sub-games.



If everything goes according to plan, Street Racer will be a veritable festival of all things option-like. Of course there is the "standard" race of sorts - loads of laps in the hope of attaining glory in the form of a championship - and there are the other slightly off-the-wall modes of racing. In fact there's one which isn't even vaguely related to racing! I'm sure you'll agree... amazing!



Another significant "option" set to be in the game is the Rumble mode. Here the chequered flag takes a back seat to all-out destruction, as you spanner around a specially designed track with a number of other cars, intent on tubbing them out of the arena, harsh-style, either with or without the added bonus of forcefields. Yet to be decided is whether the console Playback mode - whereby you can replay the whole of the last race - will be included.



ER



POS		
1 ST	SURF SISTER	13
2 ND	SUMO SAN	9
3 RD	HODJA	7
4 TH	RAPH	5
5 TH	FRANK	3
6 TH	SUZULU	1
7 TH	BIFF	
8 TH	HELMUT	

Of course the thing which is most important in games of this type is the racing itself, and Street Racer approaches the matter in a truly cartoon-like fashion, not entirely unlike that other Amiga cartoon racer, Grandslam's Bump 'n' Burn. As you might expect, there is a healthy selection of characters to choose from. Each driver has their own characteristics which will determine not only how they drive, but also which weapons they have, and what attacks they are able to use during the heated atmosphere of a race.

Project Street Racer

Publisher UbiSoft

Team In House

Release End '95

Inspected by Paul

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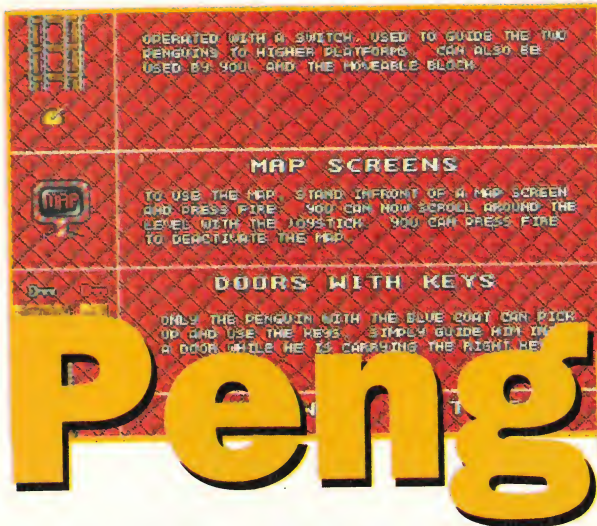


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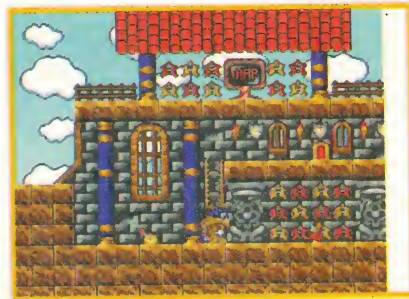
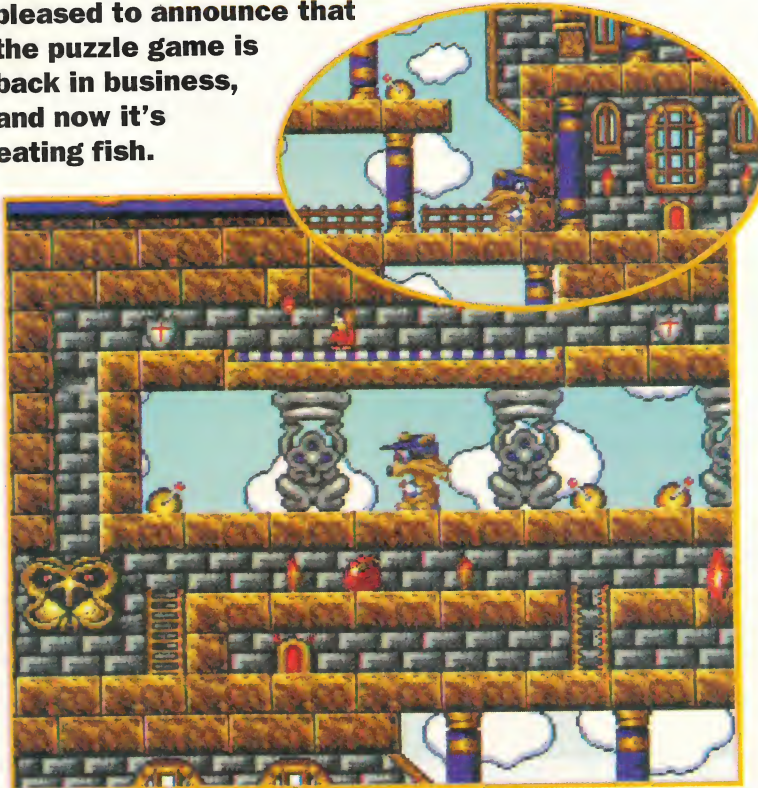
Just about every animal has been immortalised in some computer game or other over the years, and it seemed a shame that the humble yet strangely hilarious flightless bird that is the penguin should miss out on all the fun. However, this has now been rectified, and it is the task of the Unnamed Gamer to guide the penguins safely to, um, a safe place. Where they will be safe. Yes. Most reminiscent of Zeppelin's Sink or Swim, Penguins is a miniaturised split-level romp featuring all the old favourites such as switches, conveyors, blowers and Cliff Richard tunes. With the possible exception of Cliff Richard tunes. In fact, no, with the definite exception of those.

Penguins

Puzzle games. Whatever happened to puzzle games? There was a time not too long ago when every month we were faced with at least one Lemmings clone, and at least one other effort which derived much from it. The list of similar games over the last few years is almost endless, but recently we've seen very few. In fact, the underrated Psygnosis swansong X-it was the last puzzler we saw. Where did they go? Did our brains shrivel up in the quest for platform perfection, or, er, did people just stop programming them? Whatever... **PAUL ROUNDELL** is pleased to announce that the puzzle game is back in business, and now it's eating fish.



Penguins is programmed by AA coverdisk guru Scott Hayne, who has still to decide whether to publish the game commercially or make it available via mail order (well you can't say we don't let you in on the act at an early stage). Scott's last effort was the coverdisked Ace the Space Case, which of course YOU got to see first, but now he's turned his attention away from platformers and teamed up with the arctic ones to bring us his very own slant on the brain-teasing puzzle genre.



The "crack" with Penguins is refreshingly simple. There are some penguins. And they are stuck. In various places. And they want to get out. But can't. So help them. We don't know why they're stuck and nobody seems to care. It's nice to see that for once the lack of a storyline enhances the game, meaning that we don't have to be patronised by a sad story. Which is good.

Although a storyline is thankfully lacking, the game takes place in various locations such as Castle, Jungle and Space Ship, and is set over a monstrously mindbending (I'm getting carried away here, I know) 60 levels. On each of these levels there are two penguins to guide to safety; not a tricky task at first, but with this many levels Scott guarantees that you'll be pulling your hair out long before the end. Actually, he doesn't. I just made that up, but it's probably true.

Project Penguins

Publisher The boy Scott Hayne. Probably

Team The boy Scott Hayne. Definitely

Release Nearly ready now **Inspected by** Paul



Right, it's another Street Fighter game, but this time it's being programmed and published by Gametek. Is that the only difference? Apparently not. Four new characters have been drafted in to boost the number of participants to an impressive 16. Cammy, Dee Jay, Fei Long and T.Hawk provide the new blood, along with a strange new boss who possesses previously unimaginable powers.

Despite the awesome new boss, the ordinary fighters are not without hope. They have learned new skills and techniques that will definitely make this fearsome foe sit up and take notice. Don't think it's going to be easy though. If you want to fight this new boss you're going to have to seek him out, and the only way to do that is to practise a lot and take on all comers.

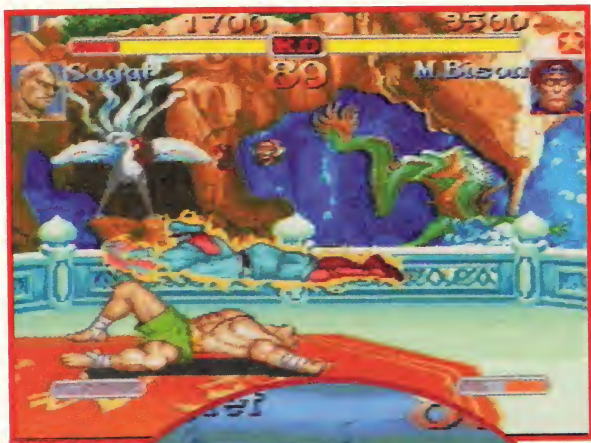
Super Street Fighter 2 Turbo

Street Fighter, Street Fighter 2, Super Street Fighter 2, Super Street Fighter 2 Turbo! **STEVE MCNALLY** is getting all confused as to what the hell's going on with all these games, and seeing as how you probably know a lot more about them than he does anyway, you'll have to excuse any mistakes he makes during the course of this preview. Just look at the pictures okay?



Fans will be pleased to know that you can play as all the bosses from the earlier games. However, you'll have to learn a secret pattern if you want to play as the new boss, Akuma. You could try and figure it out for yourself, or alternatively you could wait for us to print the method in our tips section.

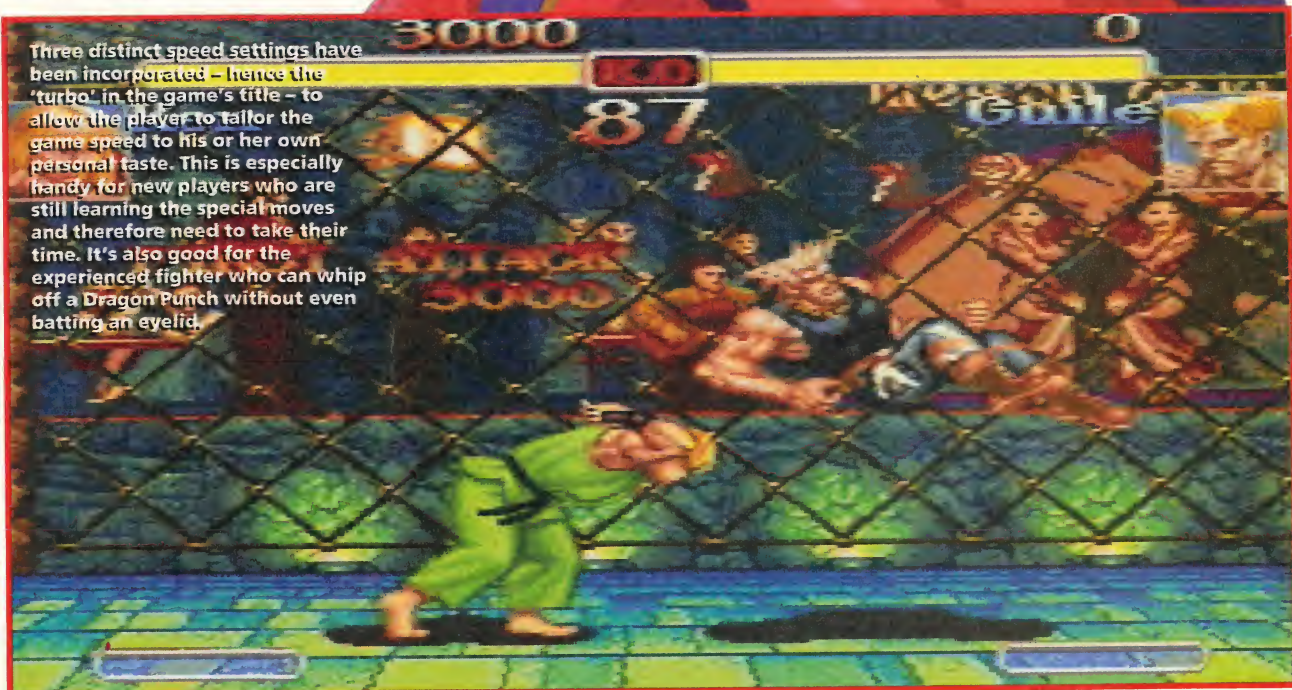


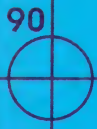


Super combos are another new feature lifted from the arcade. These enable you to build up your power bar. When it's at its maximum, executing a special move will have a devastating effect on your opponent. Apparently this takes a lot of practice, so doubtless no one in this office will ever get to see any of that business.



Three distinct speed settings have been incorporated - hence the 'turbo' in the game's title - to allow the player to tailor the game speed to his or her own personal taste. This is especially handy for new players who are still learning the special moves and therefore need to take their time. It's also good for the experienced fighter who can whip off a Dragon Punch without even batting an eyelid.





62°



You may remember that about six months ago, a Street Fighter film came out. I haven't seen it myself, but I'm lead to believe that many, if not all the heroes from that film are in here. There is a Street Fighter - The Movie game out on other formats at the moment, featuring Mortal Kombat-style digitised characters. No news as yet as to whether this will come out on the Amiga or not, but if the time scale of the other Street Fighter games is anything to go by, it'll probably be an after-thought in about a year's time.

Every character, including all the old favourites, have been blessed with new special moves, as well as the ones we all know and love. This will give an added challenge to long time fans of the game who still want to persevere with their old fighters. These new combinations, along with a super combination, give an old game a whole new lease of life. Allegedly.



Street Fighter 2 Turbo is a surefire winner for Gametek. It has already programmed what was apparently an excellent PC version, and hopefully it can do the same for the Amiga incarnation. It'll be up against some pretty stiff competition though, namely from US Gold's very good Super Street Fighter 2, which has also just hit the shops.

Project Super Street Fighter 2 Turbo

Publisher Gametek

Team Gametek

Release November

Inspected by Steve

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Arcade games with big reputations generally make for some great conversions to the home formats. NBA Jam, Virtua Fighter and Ridge Racer are just a few examples of what can be achieved if things are done properly, but these games never seem to make their way to the Amiga. However, Primal Rage is about to change all that. **ANDY SHARP** travels back to prehistoric times to check out how his family and friends are getting along.

Primal Rage

As with the majority of beat'em-ups, there's a feeble storyline that runs alongside the action. During prehistoric times when dinosaurs ruled the Earth, they were gods that represented life, death, good, evil, insanity, decay, hunger and survival. A magician named Balsafas saw the threat they posed to the world and entombed one of the beasts. The others, fearing for their safety, swiftly went into hiding. Millions of years later, the captured dino escaped, and once again these creatures ruled the Earth. Now there's a prehistoric battle for supremacy, and this is where Primal Rage begins.



Each of the strangely named characters varies in terms of strength and moves. Some spit acid, some are armour plated thugs, and each has hidden special moves. In many respects it's your usual beat'em-up, but at least the characters are varied and not in any way human. The only homo sapiens in PR occasionally end up as a fresh snack to replenish the dinos' energy. To keep your opposing beast's energy down, you have to pummel them into oblivion using as many combinations as possible. One hit simply won't do the trick, no matter how impressive it looks.



The moves for each character naturally take some time to learn, so if you're after longevity, it looks like this could be the game for you. As with other scrapping games there are special moves which will take a combination of directions and timing to execute, but which do plenty of damage. You'll soon learn exactly which character works best for you and then try out his special moves.

Graphically, PR still has the look of the arcade version, although it's understandably a little less complex both in terms of the background and the fighters themselves. The movements made by the dinos are also a little more rigid, but that's only to be expected. Anyone remember Super Street Fighter II? That was by no means as impressive as the arcade or SNES versions if truth be told, but it did play like a dream and was quite correctly rated as a top quality beat'em-up.

Since the characters aren't robots or humans, the scope for some original and devastating special moves has been utilised to the full. Tails can be whipped to crack the opponents, body armour can morph into spikes, and there are a whole host of other moves, along with the standard punches and kicks. With a release being scheduled for November, Primal Rage could well be the one to beat this Christmas. Right now you'd be unwise to bet against it.



Project Primal Rage

Publisher Time Warner

Team In-House

Release November

Inspected by Andy

Giving The Gam

ISHAR 3

With the recent release of the Ishar trilogy on budget, we felt it was about time we unleashed the full solution for the final instalment of this well tough RPG. Part two will follow next month

Koren Bahnir Open City

Your first task is to find the Typhus Mernith observatory on the map, so you must visit the character opposite at the start. He's known as Alstar.

Before reaching the observatory you must buy some lime blossom tea from a shopkeeper. The nearest one to you is at the start of the game. Otherwise there's another one a little way from the southern ramparts of the Rich Town.

There will be some bandits in the first street, so its best to enroll the help of some locals from the inn before venturing there. Now you can do battle and kill the bandits.

Pick up the purse which will contain money. Killing bandits is a good way to build up your finances. Be careful though, as they become tougher as the game progresses.

Head into the Rich Town, which can only be accessed from the western ramparts between two porches. Buy a necklace from the big guard at the entrance for 4000PO. This must be done or you won't be able to get by. Put the necklace on.

Don't attack guards or they'll be aggressive for the rest of the game. You should now go to visit Typhus. Give him the lime blossom tea by selecting the object and clicking on Typhus' face. Pick up a playing card. Locate the house of Mather Fudius using the map.

A Useful Servant Visit Mather

Pick up and read the parchment on the front of his house. Head to the inn mentioned in the parchment (round the block of houses to the north). Listen to

the servant Erkh Moltus while he is speaking. Pay for a meal. Listen in once again and answer YES to Moltus' question. He'll now lead you to Mather's house. Once there, don't agree to leave. Give him the playing card when he tells you to "Get out!". Wait around and the Time Gate will appear.

Make sure your team is well balanced in terms of weapons, and it should preferably contain a scholar and a magician. This will make your task simpler once you enter the Time Gate.

Animal Friends At Mather's Place

Step into the Time Gate by clicking on it. In the forest look for the way to the East guarded by a bear. A fight with wasps will occur. Then kill the bear (missiles are highly recommended here).

Go through the passage. Travel south until you can go no further, and then go east. You should eventually come across a raccoon on a rock, and you should take its parchment.

In the forest, pick up some mushrooms to sell later on in the town's shops. Go back to Mather's pad and hand him the parchment. Now pick up the key.

Head to the new house shown to the south on the map. Pick up a pendant and the magic flask. Put the pendant on.

Now head to the inn called "The Kelonia Tasters" on the southern ramparts of the Rich Town. Listen. Pick up the Kelonia powder.

In the neighbouring chemists, buy the following potions: two bottles of dried mistletoe, two bottles of oil of salamander, and one bottle of rat's brain. Pour all of these along with the kelonia powder into the magic flask to make one wicked concoction.

Now head back to the raccoon in the forest by taking the Time Gate in Mather's house. Make the raccoon drink the contents of the flask.

Waiting in the Wings The Theatre

Head to the extreme south of the Rich Town and find the theatre. Enter the building after 7pm. Listen to Gulnar Dahilim. Give him the talisman. Wait for the Time Gate to appear at 2 o'clock. Go through the door.

East End Lads In The Jungle

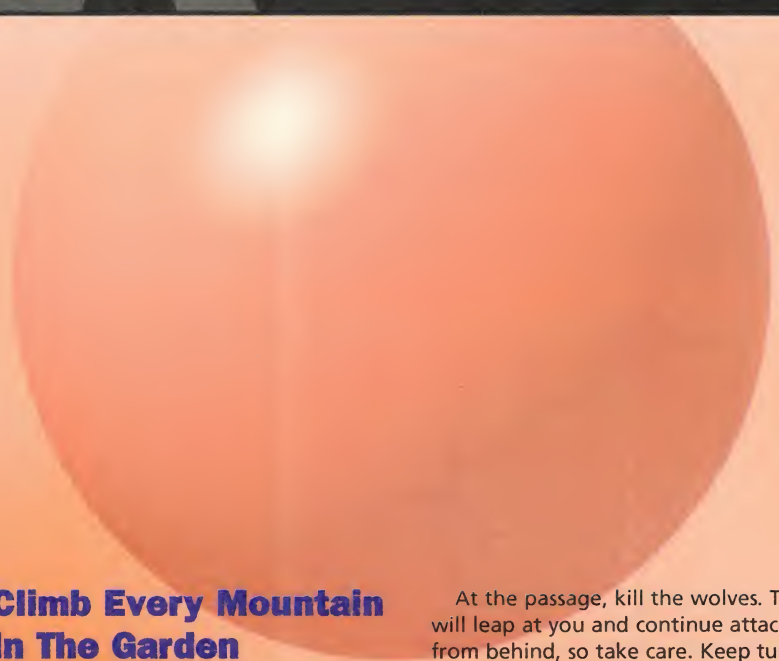
Follow the southwest passage, keeping south. In the clearing you'll find a crystal which you should pick up. Leave the clearing by the road to the northeast. Continue southwards to the next fork, and at each crossing choose the road to the east. At the end of this you'll see a tribe – the "East End Lads". Fight and kill their leader.

You may come across several leopards in the jungle. Kill them and take their skins. These can be sold to the shopkeepers in the town. Now head back to town.

Time Paradoxes The Library

Since you killed the East End Lads' leader in the past, the present will have changed accordingly.

The architects of the town are now descendents of a new leader, so the town will look completely different. There's a new district to the northwest, and a garden to the south of the Rich Town, with new treasures which belong to the bandits.



The following description relates to an optional episode, which you can explore fully, or leave well alone, depending how well you think you're doing: Leave the theatre. Listen to Alstar. Go to the library (northeast of Rich Town) where there are coded explanations on how Time Gates work.

Return to the jungle again by the gate in the theatre. This leaves you with access to the future jungle. Head to the south clearing and pick up the magic sword. This can only be used by a well aligned person.

Head up the road which sets off to the northwest, then take the following directions in the order of the forks: north, east, (east), north, (north), west.

Then head south and you should find yourself at a dead end. Pick up a meteor fragment and return to town (head northwest to reach it).

Climb Every Mountain In The Garden

Go to the garden in Rich Town from the theatre, turn north, take the passage east, and then head south again. Pick up some treasure and the meteor you will find along the northern wall. Put the fragment from the jungle on it. A Time Gate will appear to give you access to the mountains.

To stroll around you will need fur coats. You will find these in several shops at affordable prices to the west of the Rich Town. Buy one for every member of your team, put them on and enter the Time Gate.

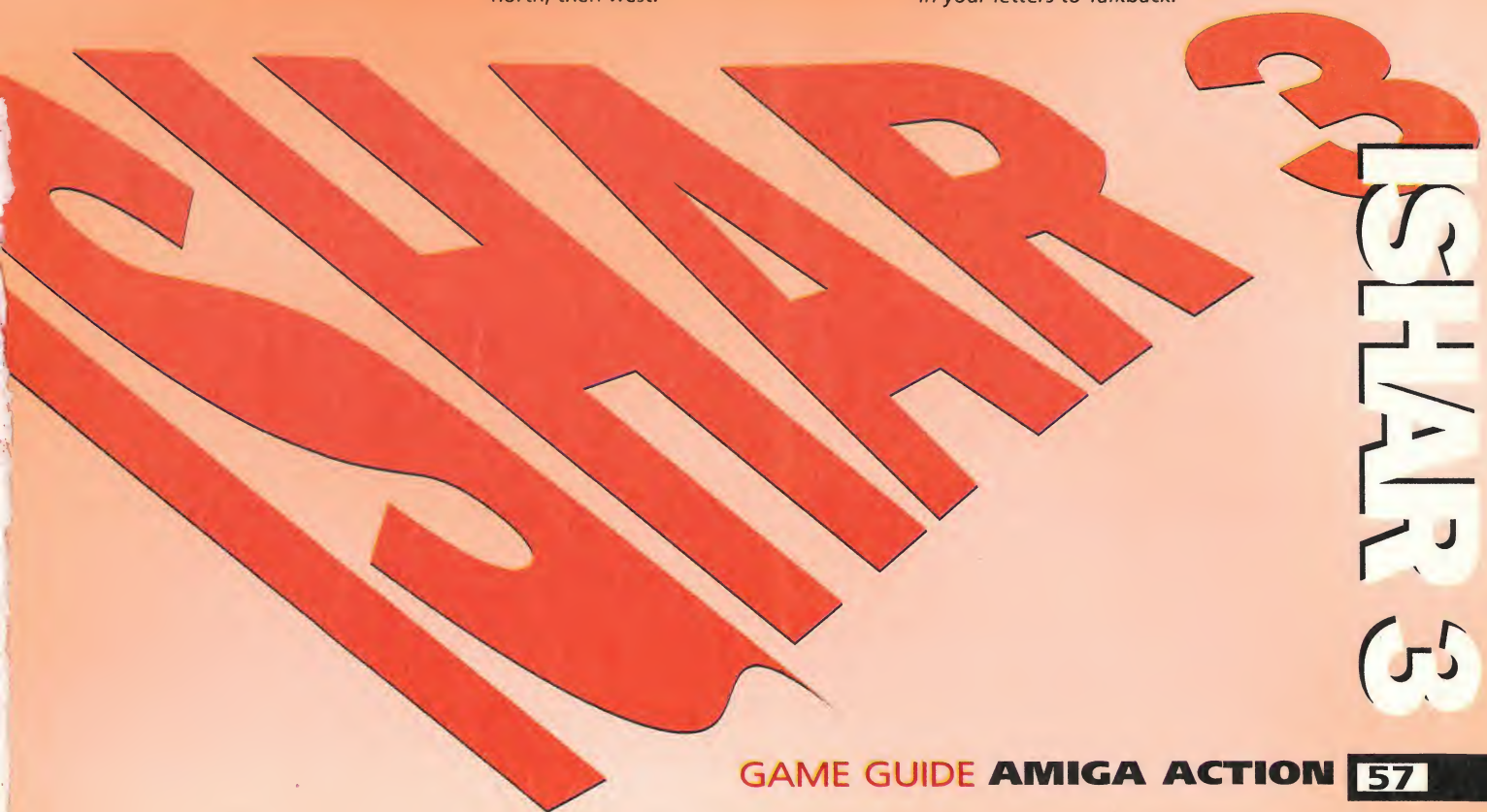
Once in the mountains, travel south as far as the precipice. Kill the bear. Head west and then north. Kill the giant. After a slalom among the mountains, follow the road to the east, then turn north, then west.

At the passage, kill the wolves. They will leap at you and continue attacking from behind, so take care. Keep turning and you will be able to kill them all.

Follow the road to the north, then twice to the west. At the end, go south and fork off to the west.

Continue along the road and find the Time Machine. Place the crystal on it and then head back to the Time Gate.

Right, that's your lot for now. If you want to complete the rest of the game you'll have to get cracking on with it yourself. Alternatively, you could wait for a period of approximately four weeks, then make your way along the high street towards your nearest newsagents. You'll no doubt be pleased to discover that the next issue of AA features the second part of this guide, and you'll praise us to the high heavens in your letters to Talkback.



Giving The Gam

Small Tips

You can send tips into us you know. We don't mind! In fact we'll be grateful. What's more, one lucky tipster will win a £20 WH Smiths' voucher



SIERRA SOCCER

Here's a cheat we've copied from issue 63: When you're playing a friendly match, press [X] at the team selection/flag screen. The screen will flash and the match will be played on a blue plastic pitch. The ball will bounce higher and everything will generally be quicker. Try it. Because ooooooh! – everyone's got that game.

SWOS

We haven't had many SWOS cheats. So, er, here's one. From Ian Taylor in Great Yarmouth, no less. Take it away Ian. Do you want a free player? If you do, swap your player or another player plus their sub, eg Romario for Alan Shearer and Mike Newell. If the club accepts, you get Alan Shearer and keep Romario. You MUST swap a striker for a striker and a sub striker. It also works with midfielders in the same way. The player you want must be in the team, not a sub.

Thanks Ian. We notice you left Chris Sutton out of your example. What a fine player he is, and a snip at only £5M. Bargain. Thanks also to Sean Macdonald who also lives in Great Yarmouth and sent in the exact same cheat. He's your mate isn't he? You wanted to make sure the cheat got in, like, as if we have too many to print.



ALFRED CHICKEN

On the title screen, type HELPMARK for a level select screen. Press (1-9) or (A-B) to select the level you want.

BLUES BROTHERS

On the character select screen, type WALLOO and the background screen will change to maroon. Press a number (1-6) then the space bar to go to the corresponding level.

ELITE

When the copy protection screen appears, type SARA for the first attempt. If you have a newer copy, type SUZANNE. Next you will have to enter the right code from the manual. Use the '.' key or the '*' key to alter the quantity of the arms and cargo.

GOAL

If you're unfortunate enough to have a player sent off, press the AMIGA key to bring up the substitute bench. Choose your new player and then the player who's just been sent off. Once this has been done you will see the sub come out but no player will leave the pitch.

JURASSIC PARK

Level codes, funnily enough...
2 – E54C67AA
3 – B5A48352
4 – D5F4AB62
5 – 95B48B42
6 – 85A4834A

7 – 85B48B42
8 – F54C6FAA
9 – C57C77B2
10 – D56C7FBA
11 – A5149F5A

KRUSTY'S SUPER FUNHOUSE

For infinite lives enter ZACHARY for the password. You can also go anywhere in the game. And here are some level codes:

1 – NELSON
2 – PATTIE
3 – MRPLW
4 – MAGGIE

LEMMINGS: CHRISTMAS '94

FROST (1 PLAYER)
1 – CAJRLDNBCG
2 – IJRLDNCCCP
3 – NRLDNCINECF
4 – RLDCINECF
5 – LDNCAJVFCO
6 – DNCIJVLGCH
7 – NCANVLHDCE
8 – CINVLNDCN
9 – CAJRMNDJCP
10 – IJRMNDCKCI
11 – NRMDNCALCF
12 – RMDNCINMCO
13 – MDNCAJVNCCH
14 – DNCIJVMOCQ
15 – NCANVMDPCN
16 – CINVMDNQCG

HAIL (1 PLAYER)

1 – CAJRLFNBDJ
2 – IJRLFNCCDS
3 – NRLFNCADDP
4 – RLFCINEDI
5 – LFNCAJVFDJR
6 – FNCIJVLGDK
7 – NCANVLFDH
8 – CINVLFNIDQ
9 – CAJRMFNJDS
10 – IJRMFNCKDL
11 – NRMFNCALDI
12 – RMFNCINMDR
13 – MFNCAJVNDK

14 – FNCIJVMODD
15 – NCANVMFPDQ
16 – CINVMFNQDJ

FLURRY (1 PLAYER)

1 – CAJRLDOBEJ
2 – IJRLDOCCES
3 – NRLDOCADEP
4 – RDLOCINEEI
5 – LDCAJVLJFER
6 – DOCIJVLGEK
7 – OCANVLDEHEH
8 – CINVLDOIEQ
9 – CAJRMDOJES
10 – IJRMDOCKEL
11 – NRMDOCALAI
12 – RMDOCINMER
13 – MDCAJVNEK
14 – DOCIJVMOEQ
15 – OCANVMDPEQ
16 – CINVMDQOEJ

BLIZZARD (1 PLAYER)

1 – CAJRLFOBFM
2 – IJRLFOCCFF
3 – NRLFOCADFS
4 – RLFOCINEFL
5 – LFOCAJVFFE
6 – FOCIJVLGFN
7 – OCANVLHFHK
8 – CINVLFOIFD
9 – CAJRMFOJFF
10 – IJRMFOCKFO
11 – NRMFOCALFL
12 – RMDFOCMFEE
13 – MFOCIAJVNF
14 – FOCIJVMOFG
15 – NCANVMFPFD
16 – CINVMFOQFM

PREMIER MANAGER 3

If you want or need more money, click on the phone and dial 343343. You will receive 1.5 million dabs in your account. Happy spending!

ROAD RASH

00000 00J00 102VS
21JUD – PANDA 600
00000 00J01 113BT

22KDP – BANZAI 750
00000 00R00 013VS
32RV4 – BANZAI 750
00000 00S20 117K5
33UV1 – KAMIKAZE 750
00000 01421 109G5
448VN – SHURIKEN 1000

STREET FIGHTER II

Whilst in a two-player game, pause mid-fight and type 7KIDS. Once this is done the border will flash. Quit the current game and then restart the two-player game. For invincibility start a one-player game and place the cursor over Blanka. Type PATIENCE in slowly and the border will flash yellow. Now select your fighter. Press F10 at any time to reset your energy bar to full.

X-IT

02 – 033028
03 – 555925
04 – 567597
05 – 276614
06 – 517375
07 – 877535
08 – 829508
09 – 287682
10 – 221620
11 – 728441
12 – 640537
13 – 558170
14 – 170088
15 – 688631
16 – 450418
17 – 898476
18 – 095909
19 – 589611
20 – 394659

ADDAMS FAMILY

Various codes for starting points.
&1Y1M – 3 hearts
V1S14 – Pugsley

V919B – Fester

ALIEN BREED '92

Level codes.
XXDFA
RTHAA
LAEAA
UYTTA
PPEAB

ALIEN BREED 2

More level codes.
2 – 353828
3 – 108383
4 – 370101
5 – 982822
6 – 847464
7 – 737373
8 – 928112
9 – 267364
10 – 193831
11 – 090921
12 – 309383
13 – 101221
14 – 103992
15 – 998112
16 – 125332
17 – 091233

BACK TO THE FUTURE 3

Type in the code on the corresponding level story for infinite lives.
1 – ROTTEN CHEAT
2 – LOUSY CHEAT
3 – LOW DOWN CHEAT

BOBS BAD DAY

Selected level codes.
10 – XCKCKZPE
20 – VDPEFWNG
30 – SEAGGUPH
40 – QEAIVNJ
50 – NDPKKWPL
70 – IDPONWPO
80 – GFFQPUNQ
90 – DEASQPVR
95 – CFFTRUOS
100 – BEAUSVNT

BUBBA 'N' STIX

Level codes

2 – T1QKPF?CMG
3 – PXMYGFFW7D
4 – 913XPD1L25
5 – 12!FX?5RJ

CANNON FODDER

At the start, or on completion of a mission, go to the save game option and enter JOOLS as a filename, whereupon your leader will become an all-conquering four star general.

CHAOS ENGINE

Level codes with infinite money.
WORLD TWO – GVVCH5DMS7#N
WORLD THREE – V35076X6S7WH
WORLD FOUR – 6UCDXU25S7V2

CIVILISATION

Hold down [SHIFT] and type 123456789 for a complete world map which allows you to see enemy cities.

EPIC

Level codes.
2 – CEPHEUS
3 – APUS
4 – MUSCA
5 – PYXIS
6 – CETUS
7 – FORNAX
8 – CAELUM
9 – CORVUS

FLASHBACK

Level codes
Easy:
BACK
LOUP
CINE
GOOD
SPIZ
BIOS
HALL

ZEEWOLF



Here are some zanily random Zeewolf passwords, for all our thousands of new readers who may have missed them last time we printed them. And no mistake.

5 - Shark Fishing - IMAGO
9 - Pal in Dome - TIBURON
13 - Twelve Angry Men - ARGUS
17 - Mind the Hippos - MARTEN
21 - Brass Rubbing - SOCKIN
25 - Red... er, something - GANNPAY
33 - um... - FRAMPAGE
There you go. If you want any more you'll have to find them yourselves.

All look over there and stuff

Hispanics

2. 2338423	7. 7739460	12. 2249432	17. 7749460
3. 2338423	8. 6639492	13. 7749420	18. 2249492
4. 7539228	9. 7739480	14. 2249432	19. 7749480
5. 7739440	10. 2249412	15. 7749440	20. 2358401
6. 6639472	11. 7749400	16. 2249472	

Gaul

2. 2028321	7. 3329566	12. 2039330	17. 3339566
3. 3329526	8. 2029390	13. 3339526	18. 2039390
4. 2028350	9. 3329586	14. 2039350	19. 3339586
5. 3329546	10. 2039310	15. 3339546	20. 224 9512
6. 2029370	11. 3339526	16. 2039370	

...and there you go! The level codes for British and Roman will be revealed in next month's gut-bustingly exciting instalment

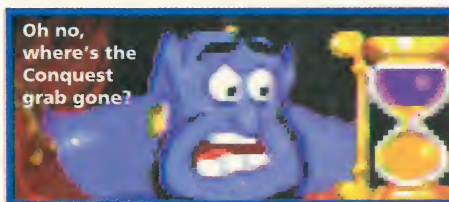
PONTOON

When playing this card game against someone a bit slow or stupid (your grandma for instance), try this: Make sure you aren't the dealer, and twist as many times as you like, irrespective of whether you go bust. Should the dealer go bust, and assuming you have also done so, simply place your cards face down on the table for collection and adopt a winning smile.

Ensure that you're playing for money, and in no time at all you will have relieved your elderly and trusting relative of all her cash, enabling you to buy loads of smart stuff. Aside from a brief pang of guilt during the winter when your granny dies of hypothermia caused by the inability to pay her leccy bill, you'll soon become extremely popular due to your cashed-up status. And all the birds will fancy you.

CONQUEST

Struggling with our monstrous coverdisk demo from issue 75? Well struggle no more you foolhardy purchasers, for Darren Cheeseright (we hope he made that up) from Wiltshire (we hope he made that up too!) is your saviour and ours. The codes are somewhat inexplicably printed over there on the left. Eeeegghh!



Small Tips

Normal:

PLAY
TOIT
ZAPP
LYNX
SCSI
GARY
PONT
Hard:
CLOP
CARA
CALE
FONT
HASH
FIBO
TIPS

FRONTIER

If you select a system around 650 light years away from your position, you will get an in-range fuel reading. This allows you to make jumps of that distance, making things much easier on long hauls.

HISTORYLINE 1914-18

Level codes.
1 - PULSE
2 - GOOSE
3 - SPORT
4 - BIMBO
5 - TEMPO
6 - BARON
7 - BUMM
8 - LEVEL
9 - TOXIN
10 - PRINC
11 - CLEAN
12 - XENDON
13 - SIGNS
14 - HOUSE
15 - SIGMA
16 - SEVEN
17 - ZOMBI
18 - MOVES
19 - BLADE
20 - ZORRO
21 - STONE
22 - MOSEL

23 - ORDER 24 - SODOM HUMANS

Selected level codes.

10 - MILESTONE
15 - RED DWARF
20 - SMART
25 - JIMS TIES
30 - MALCY MALC
35 - MAD FREDDY
40 - BANANA MOON
45 - VISION
50 - RANGERS
55 - CONSOLIDATED
60 - PROMISED LAND
65 - (Oh dear, can't be arsed with that one...)
66 - HELP ME
70 - NIN
75 - LORDS OF CHAOS
76 - NOW ITS DONE
77 - IM OUT OF HERE
78 - HERES TO A
79 - BETTER LIFE
80 - BYE BYE BYE

HUMANS: JURASSIC LEVELS

More of the same.
10 - 7 MILE WALK
15 - ITS TOSH
20 - ALAN B STARD
25 - IDONTLIKEBRAWN
30 - ALMANBURIE
35 - BABBLE
40 - NEED MORE
45 - POUCH
50 - GLUM
55 - DRAKEER
60 - HAVE A BREAK
65 - I LOVE ME
70 - PYTHON LEE
75 - FATEANDFORTUNE
80 - FOREVER

Away with you

Smaller Tips

IBM PC, ATARI ST, SUPER NES, MEGADRIVE, GAMEBOY, AMIGA, MEGA CD, COMMODORE 64, GAMEGEAR, CDi, SINCLAIR SPECTRUM, NES, CD32, NEO-GEO, LYNX, MASTER SYSTEM

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SON *of Boggit*

**I see a Boggit on the horizon
I see a Boggit on the way
I see he's got diamonds in his rucksack
I see he's looking for somewhere to stay**



KING'S QUEST VI: Er, the Son of Boggit approaches the Broken Bottle Inn. Top fortuitous screenshot

Hello readers, and once again, welcome to my life. It seems only a short time since I scooped up the Woonsocket Diamonds and placed them carefully into the all-encompassing Boggit rucksack that has been a constant companion on my now seemingly successful quest. Once the diamonds were mine, it was a simple job to escape the Royal Palace of Grundertrolley. The place was in uproar after the death of the previous ruler, Lord Albert Rankpants, and I found myself exiting the palace gates virtually unmolested – apart from by an oversexed old crone who made a lewd suggestion as I passed a doorway in a seedy back alley. (I pointed out to her that the palace sewers were probably in good working order too, but that didn't mean I wanted to spend my time poking around in them.)

After I had safely cleared the palace gates, a huge cheer went up behind me. This noise was repeated twice more, then gave way to a steady chant:

"Rankpants is dead. Long live Crustyduds!"

I assumed that the unfortunately named Crustyduds was the new ruler of Grundertrolley, and that if I didn't make myself scarce before the Woonsocket Diamonds were discovered to be missing, old Crusters would send out a mounted team of Gusset Riders to hunt them down.

I ran like the wind, the diamonds making a furious clacking noise as my backpack rose and fell against my spine with every new stride. Cheering could still be heard, albeit much fainter now, as I passed a sign reading:

YOU ARE NOW LEAVING THE LAND OF GRUNDERTROLLEY.

OOH, WE'RE GUTTED!

Without stopping to marvel at the unrivalled hospitality of the dastardly Grundertröllians, I sped on, sure that I was safe for the time being, but determined to put as much distance between myself and my former captors as I possibly could.

It began to grow dark, and although my sprint had turned into a weary jog, I was certain that I had travelled far enough to be free of any immediate danger. It was at this point that I noticed a light by the side of the road up ahead. On closer inspection, I discovered that the light was coming through the window of a large building. And when I drew even nearer, the building presented itself as a cosy looking inn by the name of The Broken Bottle.

I was desperately tired after my journey, and this seemed as good a place as any to lay my head for the night, so I decided to see if there were any rooms available. The name above the door read Maximillian B Blunderbuss, so when I asked for the landlord at the bar, I was surprised to be pointed in the direction of what appeared to be a small boy of about the age of seven. This character was wiping off a table with the underbelly of a live hedgehog and standing with his back to me, but when he turned round I found myself staring into the face of a sixty year old man. Here was one of the strangest looking people I had ever laid my Boggit eyes upon, a man whose majestically impressive name totally belied his size and appearance.

I caught flies for a while, then managed to bring myself together and asked if there were



POLICE QUEST: OJ Simpson can't believe the naivety of the jury as they find him Not Guilty

any rooms available for the night. The incredible boy/man figure in front of me cocked his head on one side, looked me up and down critically, then snapped his fingers once. A rather overweight maid bustled into the bar area, and was told by Maximillian to show me to room seven. I thanked him and followed the woman upstairs.

I'm writing this sat up in bed with the light of a quarter moon creeping in through the window. The diamonds are safely stashed away under the bed, I feel safe and warm under the coarse and heavy covers, and my father's freedom cannot be far away.

I am here to serve.

Indy and the Last Crusade

Q I am stuck on the zeppelin. I have opened up the trapdoor with the wrench and dismantled the transistor set. I cannot get on the plane though. I am telling you, help me! You must help me! I am going to commit suicide soon.
Barry Anns, Newbury

A Calm down Barry. There are more important things in life than computer games. Your family, your health, and celery for instance. Just try to remain calm and relaxed, and let's see if I can help you eh? Okay, that's better. Right, the zeppelin. Well, to be honest Barry, the zeppelin's a bit of a tricky area. Have you tried talking to the man



in the blue coat at the airport? Ask him about his grandchildren, then get Indy to pick his pockets. Now, instead of boarding the zeppelin, have a go at stealing the biplane instead. Unfortunately, in order to get this crate airborne, you'll need to get a book entitled "How to fly a Biplane" from the library in Venice. If you haven't got this book you'll find it impossible to fly the plane. Er, I hope this doesn't mean you'll have to start from the beginning again...

King's Quest VI

Q Hail Son of Boggit! I too am a voyager of worlds old and treacherous. However, my woes are indeed insignificant in comparison to the loss of your father. Yet I have a concern of great frustration and consternation. It is with this in mind that I refer my problem to your sagacious mind and unequalled knowledge. In King's Quest VI it is merely a teacup I desire. I have visited the garden of the Isle of Wonders where it is purported to reside and yet find it nowhere. I'm at a loss and now rely on your wisdom as a superior adventurer to enlighten me.
The Eternal Student, Chester

A What the hell are you on about?! And which member of Eternal are you? The one that's left and is forging a mildly successful solo career, or one of the other three? Anyway, enough of this nonsense. I haven't played King's Quest VI since the days I spent in my father's treehouse, but I seem to remember that the teacup was somewhere near the chair in the garden on the Isle of Wonder. Go back and have another look, and leave the flowery language to Percy Thrower. Er, or someone who's not quite as dead.

Simon the Sorcerer

Q Help, I am stuck on Simon the Sorcerer! I need to get into the Tower of Doom and get wood for the woodworm. Please can you help?
Clare Waters, Tooting

A The tower is an easy one Clare. Simply get the clapper from the table at the blacksmith's, put it in the bell at the bottom of the tower and ring it. Now climb the hair. As for the wood, well that's a different

SON of Boggit

proposition. This can be found in the woodcutter's cottage, but you'll have to get the woodcutter to leave first (give him a new axe made from a fossil and milrith by the blacksmith), then use the fire extinguisher on the fireplace. Now all you have to do is move the hook to get the mahogany.

Lure of the Temptress

Q Can you help me on Lure of the Temptress? I have used the lockpick to get into the wizard's house and I have the gem on the chain. Where are the tinder box and the flask, and what do I do with the apparatus in the wizard's house?

James Devonshire, Somerset

A You'll find the tinderbox in the forge in Smithy Street. As for the flask, try giving the gem to the barmaid in the Magpie Bar. The flattered serving wench will give you a flask of ale in return. Give the ale to Luthern, then pick up the empty flask after he has drunk its contents. Now for the apparatus in the wizard's house. Use the tinderbox on the gas burner and wait for the liquid to boil. Then use the empty flask to get the potion. Be quick about it though. If you spend too long in the wizard's house a guard will come and leather you!

Police Quest

Q I have had Police Quest for ages but can't get past the bit where you have to go to Wino Willy's and get some bikers to move their bikes. Whatever I say, I always get beaten up. I have got my patrol keys, revolver, briefcase, pen, nightstick, radio extender, ammunition, note book, ticket book and hand cuffs. Is there a correct sentence to say? Please help me.

Edward Kirwin, Camberley

A Once you arrive at the scene, go into Carol's Caffeine Castle and ask her about the complaint. Then go into Wino Willy's. Walk over to the man in the black coat by the bar and say, "Please move



SIMON THE SORCERER: Here I go, having a bit of walk



BENEATH A STEEL SKY: I wonder if it would hurt if I jumped off here head first

your motorcycles". Now it's time for a bit of brute force to come into play, so go to work with your nightstick. The bearded, unwashed ruffians should then be on their way.

Monkey Island

Q I think you are the only one who can help me! Please! I am at the point of no return on The Secret of Monkey Island. It's either do or die and I can't do, so I'm hoping you can. I've found LeChuck's ship but I can't get any further. I can see the key to the hatch in LeChuck's cabin, but can't move without disturbing him. I've got the jug of grog from the sleeping ghost but can't find any uses for it. I also can't get through the squeaky door. Please can you help me before I render myself completely bald.

Melanie Dunn, Chichester

A Woah there Melanie, Yul do yourself an injury. Use the compass's magnetic properties to attract the key from LeChuck's cabin, then use this on the hatch. Use the grog on the dish and take the globule of cooking grease. Then go up on deck and use the grease on the squeaky brig door.

Loom

Q I've reached the island after the waterspout but I can't get past the workmen in the tower. How do I get past them and what am I supposed to be doing on the island apart from walking backwards and forwards?

Richard Hickey, Chelmsford

A Once you see the workmen, cast the reverse of the CAMOUFLAGE sound. You can now go safely into the tower and your walking backwards and forwards on the island can continue.

Beneath a Steel Sky

Q I have tried every code to get into Linc space, but I just cannot seem to get into it. Please could you give me the code for the Linc machine in the headquarters?

Mark Brown, Wantage

A To get into Linc space, all you have to do is use Reich's ID (which you should have taken from his corpse earlier) on the slot by the Linc console. Then sit on the Linc seat, and you're away my son.

And with that, I feel it's time to say goodnight. I have a lot of travelling ahead of me tomorrow, and I want to make an early start. So, I think it is best that we part company for the time being.

Until next time, farewell!

Due to the excessive strain under which the Son of Boggit finds himself placed every month, what with him having to run around the land of Grandertoolley with a big sack of your letters planted firmly in his spine, he regrets that he is unable to enter into personal correspondence. Therefore, sending him a stamped addressed envelope is a futile waste of both your time and money. The only people who are likely to make anything out of it are the Post Office and high street stationery/envelope manufacturers, and he doesn't see why they should benefit. Thankyou.

Send your queries (and tips if you like) to:
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playing various sports while trying
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puts you in the hot seat as the
world comes under attack from
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RRP £34.99 AA RATED 91%
The follow-up to the classic
Viking adventure takes you
once again into the Nordic
Landscape of arcade adventure



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Get a life!

Hello and welcome once more to the most happening lifestyle pages in any magazine that is called Amiga Action. And published by IDG Media in Macclesfield. This month we leave the world of booze and birds behind and turn our attention to... videos and stuff! Yes, the Get a life! mailsack is bulging with requests for reviews of *The Lion King* and *Rose Madder*, and we've had so many requests for, um, all the other stuff in here that what could we do but oblige. We are here to serve. On no, that's *Son of Boggit* isn't it...

The Lion King, Cert U

Walt Disney – £13.99

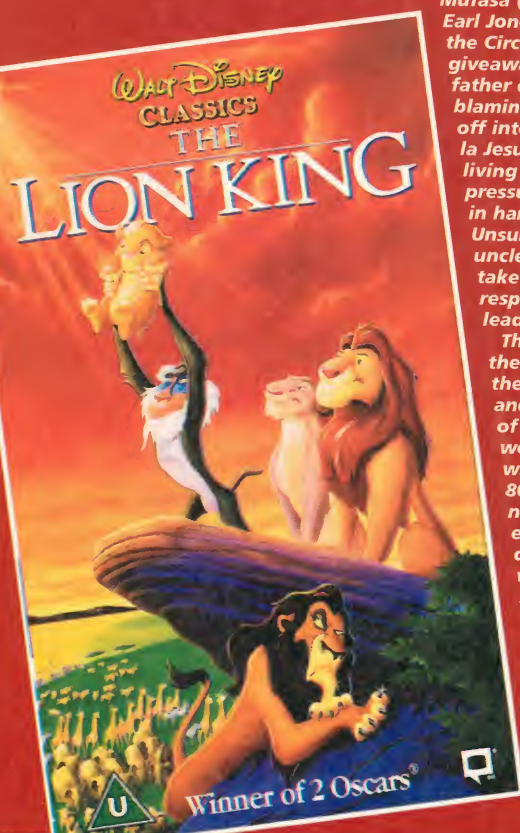
Oh I just, can't, wait, to be king, tra-la-la-la, cha-cha-cha-chaah!

Prepare yourself for this, because if you do decide to invest a tenner-and-a-bit in the latest Disney classic, it is inevitable that for days afterwards you'll either be humming, drumming or belting out one or more of the tunes which are contained within. Indeed, it's a good 10 months since production editor Neil saw the *Lion King* at the cinema, and he still can't help but croon out the odd "Hakuna-ma-wotsit" in between completely altering the context of our reviews. And re-writing perfectly good intros.

Simba is heir to the throne of the Pride Lands. A plucky little cub, he's full of the spunk and vigour which will one day make him a mighty ruler. But first he needs instruction from his father,

Mufasa (voiced by James Earl Jones), in the way of the Circle of Life. All plot giveaways aside, er, his father dies and Simba, blaming himself, wanders off into the wilderness, a la Jesus, to eke out a living away from the pressures which go hand in hand with being King. Unsurprisingly his evil uncle Scar is eager to take on board the responsibility of leadership and royalty.

There's singing, there's dancing, there's heroic deeds, and there's even a bit of lion frottage, all woven into a story which, for the entire 80-odd minutes, never fails to entertain and delight. Packed with star voices ranging from Whoopi Goldberg to Rowan Atkinson, it's not just for kids. The *Lion King* is a fabled treat for young and old. It's ream.

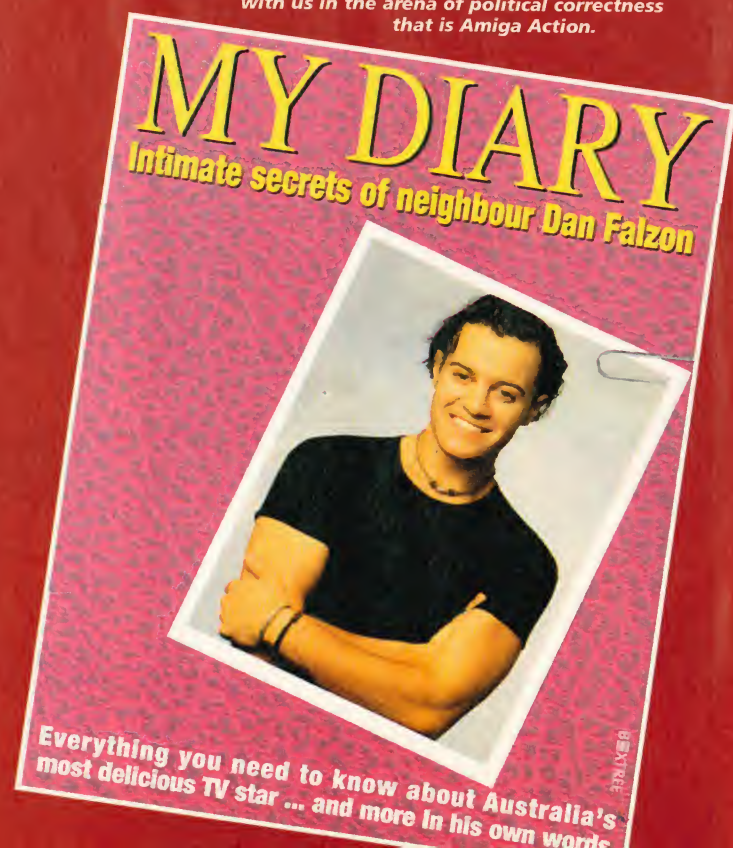


My Diary

Boxtree – £4.99

One for the ladeez this, because as its full title suggests, *My Diary: The Intimate Secrets of Dan Falzon*, is a diary containing, strangely enough, the intimate secrets of Dan Falzon, known to TV's viewing millions as 'hunky' Rick Alessi in *Neighbours*. We think he might be the brother of those two birds who used to work at Lassiters, but it's a while since anyone here saw it. But anyway...

Shrewd thinker Dan confidently began to keep a diary after his first *Neighbours* audition, and it is this which comprises the core of what is a scrapbook-style life story detailing everything from catching a toob and snogging on screen with the stars, to his plans to break into the music business. *My Diary* is in the shops in November, and should you happen to be a teenage girl with rampaging hormones and a penchant for all things *Neighbours*-like, then this is the book for you! If you happen to be a bloke however, then stay well way. Unless you happen to fancy Dan, which is A-OK with us in the arena of political correctness that is Amiga Action.



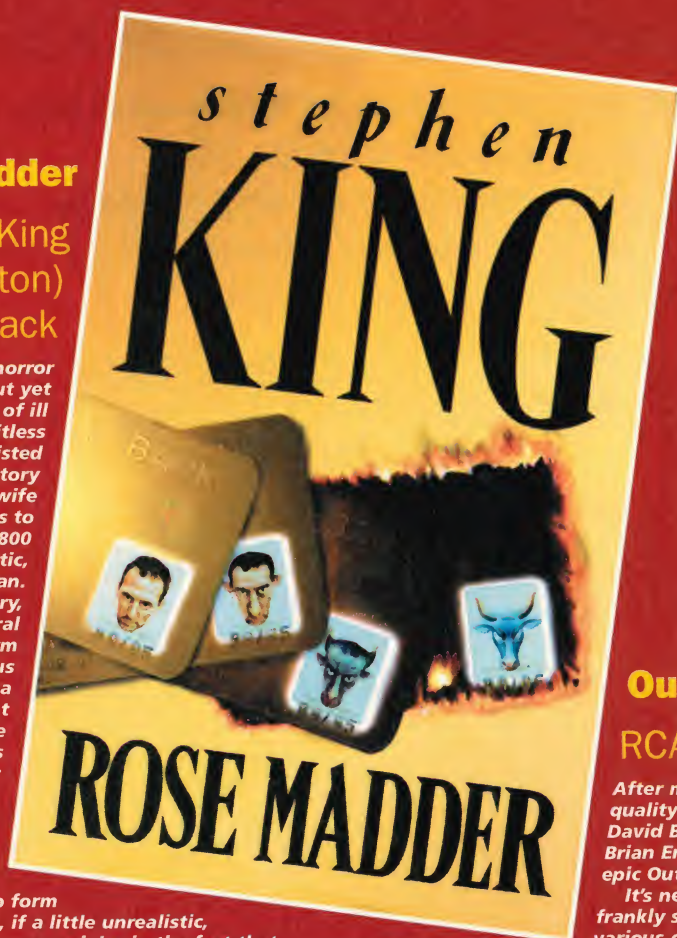
Rose Madder

Stephen King
(Hodder & Stoughton)
£16.99 hardback

The undisputed master of horror fiction for the masses churns out yet another captivating tale of ill fortune from the seemingly limitless depths of his somewhat twisted imagination. This time the story centres around young battered wife Rosie Daniels and her attempts to set up a new life for herself 800 miles away from her sadistic, corrupt cop husband Norman.

Being a Stephen King story, there are the usual supernatural overtones, this time in the form of a strange and mysterious picture that Rose picks up in a local junk shop. Somewhat strangely, whenever her resolve starts to wilt, the picture seems to lift her spirits and renew her conviction to carry on.

Rose Madder, in the words of many a book publicist, captivates the reader from start to finish, and continues the Kingster's fine return to form following on from the excellent, if a little unrealistic, *Insomnia*. Regular King readers can rejoice in the fact that their favourite author still lives in Bangor, Maine with his wife Tabitha and their two children. "Novelist" Tabitha seems to have given up the ghost on her own writing for the time being however. She's credited with the photo of her husband on the back of the book's dust jacket. And ooh, he's a right stunner. Lock up your daughters.



Outside

RCA David Bowie

After many years of struggling to write a true quality album to follow the successes of old, David Bowie has teamed up with an old friend, Brian Eno. The result of this collaboration is the epic *Outside* album.

It's neatly packaged, and there are some frankly strange pictures of Mr Bowie as the various characters in this 'non linear gothic Drama Hyper-cycle', which is basically some

trumped up story about a geezer named Nathan Adler who is investigating the ritual art murder of Baby Grace Blue. Not sure what it's all about to be honest, but the songs, and there are 19 of them here, veer from ballads to all-out industrial riff fests. Pretentious certainly, but it's also a damn fine listen if you have a spare 75 minutes.

An apology

In last time's *Get a Life!*, we promised that this month we would bring you a comprehensive review of the leading brands of cigarettes. Unfortunately, due to circumstances beyond our control (ie people with suits and company cars generously offering to supply us with P45 forms if there was a repeat of last month), this is no longer possible. And we would like to apologise to anyone who bought this magazine for the sole purpose of reading those reviews.

Next month: *Drugs*, reviewed and rated!



The Hunger, Cert 18

Terror Vision – £12.99

It's surprising that it's possible to enjoy a film with David Bowie in it, but *The Hunger* is surprisingly watchable, possibly due to the fact that it's directed by Tony Scott (Director of *Top Gun* and *True Romance*). Presented in a previously unavailable wide screen format, this will appeal to both fans and collectors alike.

Bowie and Catherine Deneuve play a couple of immortals who have lived together for centuries. Suddenly they find that their idyllic existence is shattered by the fact that John Blaylock (David Bowie) is ageing at a remarkable rate, and for the first time in his long life, is facing the real possibility of death. Enter Susan Sarandon as the brilliant physician attempting to work out just what's going on.

The Hunger is a classic horror film in our opinion, and is David Bowie's finest acting performance to date (with the possible exception of *Labyrinth*!). And it's possibly a more enthralling vampire film than the glossy *Interview with the Vampire*.

Superleagues

And so to that very special place in the magazine which you all hold dear in your hearts. The Superleagues, those bastions of all things noteworthy where history is made each month. And where AA staff fall unconscious, bored.

Arcade Adventure

- 1 **FIRST SAMURAI**
Mirrorsoft
- 2 **ROBOCOP 3**
Ocean
- 3 **D/GENERATION**
Mindscape
- 4 **SECOND SAMURAI**
Psygnosis
- 5 **HUNTER**
Activision
- 6 **ANOTHER WORLD**
US Gold



- 7 **JURASSIC PARK**
Ocean
- 8 **HEIMDALL**
Core Design
- 9 **THE IMMORTAL**
Electronic Arts
- 10 **GOLD OF THE AZTECS**
US Gold
- 11 **CADAVER**
Renegade
- 12 **MOONSTONE**
Mindscape
- 13 **CORPORATION + MISSION DISK**
Core Design
- 14 **LITIL DIVIL**
Gremlin
- 15 **SPACE CRUSADE**
Gremlin
- 16 **HERO QUEST + DATA DISK**
Gremlin
- 17 **ASHES OF EMPIRE**
Mirage
- 18 **CYBERCON III**
US Gold
- 19 **SWORD OF HONOUR**
DMI
- 20 **LORDS OF TIME**
Software Business

Adventure

- 1 **VALHALLA/BEFORE THE WAR**
Vulkan
- 2 **MONKEY ISLAND 2**
US Gold
- 3 **INDY/FATE OF ATLANTIS**
US Gold
- 4 **BENEATH A STEEL SKY**
Virgin



Second Samurai

Psygnosis 87% Issue 52

A superb blend of beat'em-up and arcade adventure set over a massive playing arena. Loads of bosses and hidden bonuses ensure that the game never fails to surprise or impress. Its predecessor promised an awesome sequel so it was only slightly disappointing to find that this is only 'fairly' great.



- 5 **STAR TREK**
Interplay
- 6 **SIMON THE SORCERER**
PDQ
- 7 **DREAMWEB**
Empire
- 8 **LEGEND OF KYRANDIA**
Virgin
- 9 **LURE OF THE TEMPTRESS**
Virgin
- 10 **SECRET OF MONKEY ISLAND**
US Gold



- 11 **CURSE OF ENCHANTIA**
Core Design
- 12 **RISE OF THE DRAGON**
Dynamix
- 13 **DARK SEED**
Cyberdreams
- 14 **BLOODNET**
Gametek
- 15 **THE CLUE**
Black Legend

- 16 **LABYRINTH OF TIME**
Electronic Arts
- 17 **MADDOG WILLIAMS**
Game Crafters
- 18 **INDY/LAST CRUSADE**
Lucasfilm
- 19 **KGB**
Virgin
- 20 **MEAN STREETS**
US Gold

Shoot'em-up

- 1 **CHAOS ENGINE**
Renegade
- 2 **DESERT STRIKE**
Electronic Arts
- 3 **SKELETON KREW**
Core Design
- 4 **TOWER ASSAULT**
ATeam 17
- 5 **GUARDIAN**
Acid
- 6 **ALIEN BREED 2**
Team 17
- 7 **BANSHEE**
Core Design
- 8 **PROJECT-X**
Team 17
- 9 **ALIEN BREED '92**
Team 17

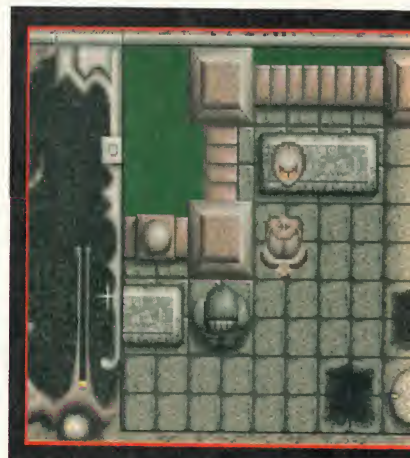
- 10 **ALIEN BREED '92**
Team 17
- 11 **BLOOD MONEY**
Psygnosis
- 12 **ALIEN BREED**
Team 17
- 13 **JUNGLE STRIKE**
Ocean



- 14 **TURRICAN 3**
Renegade
- 15 **SEEK AND DESTROY**
Mindscape
- 16 **WALKER**
Psygnosis
- 17 **SILKWORM**
Virgin
- 18 **SWIV**
The Sales Curve
- 19 **TURRICAN 2**
Rainbow Arts
- 20 **OVERKILL**
Mindscape

Sports Simulation

- 1 **SENSIBLE WORLD OF SOCCER**
Renegade
- 2 **SENSIBLE SOCCER**
Renegade
- 3 **GOAL**
Virgin
- 4 **SPEEDBALL 2**
Renegade
- 5 **MAN UTD: THE DOUBLE**
Krisalis
- 6 **FOOTBALL GLORY**
Kompakt
- 7 **PRO TENNIS TOUR 2**
Ubi Soft
- 8 **MAN UTD LEAGUE CHAMPS**
Krisalis
- 9 **PGA EUROTOUR**
Ocean





Tower Assault

Team 17 91% Issue 65

It's the best Alien Breed game to date, borrowing aspects from both its prequels to create yet another superblast. The atmosphere and gameplay make this well worth buying even if you've seen AB in all its other guises. A little bit too tricky at the outset maybe, but this is a slight blemish on an otherwise superbly presented game.



- 10 **JOHN MADDEN**
Electronic Arts
- 11 **ULTIMATE SOCCER MANAGER**
Impressions
- 12 **PGA TOUR GOLF + DATA DISK**
Electronic Arts
- 13 **PREMIER MANAGER**
Gremlin
- 14 **PREMIER MANAGER 2**
Gremlin
- 15 **PLAYER MANAGER 2**
Anco
- 16 **GRAHAM GOOCH CRICKET**
AudioGenic
- 17 **PREMIER MANAGER 3**
Gremlin
- 18 **MICROPROSE GOLF**
MicroProse
- 19 **ON THE BALL**
Daze



- 20 **WORLD CLASS RUGBY**
AudioGenic

Flight Simulation

- 1 **REACH FOR THE SKIES**
Virgin
- 2 **FLIGHT OF THE INTRUDER**
Mirrorsoft
- 3 **GUNSHIP 2000**
MicroProse



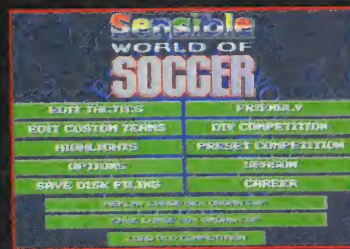
- 4 **FALCON & MISSION DISKS 1 & 2**
Mirrorsoft
- 5 **TFX**
Ocean
- 6 **TORNADO**
Digital Integration
- 7 **F117A**
MicroProse
- 8 **COMBAT AIR PATROL**
Psygnosis
- 9 **B17 FLYING Fortress**
MicroProse
- 10 **OVERLORD**
Virgin



SWOS

Renegade 95% Issue 66

The game that has become synonymous with the Amiga was taken apart and smoothly put back together with a simple but effective management aspect squeezed in. With slightly enhanced playability and the chance to play as one of hundreds of teams from around the world, it is without doubt the ultimate sports sim.



- 11 **DOGFIGHT**
MicroProse
- 12 **THUNDERHAWK**
Core Design
- 13 **F-19 STEALTH FIGHTER**
MicroProse
- 14 **THEIR FINEST HOUR + DATA DISK**
Lucasfilm
- 15 **F-16 COMBAT PILOT**
Digital Integration
- 16 **A320 AIRBUS USA**
Thalion
- 17 **BATTLEHAWKS 1942**
Lucasfilm
- 18 **FIGHTER BOMBER**
Activision
- 19 **A320 AIRBUS**
Thalion
- 20 **A-10 TANK KILLER V1.5**
Sierra

Racing

- 1 **SUPER SKIDMARKS**
Acid Software
- 2 **TURBO TRAX**
Arcane
- 3 **SKIDMARKS**
Acid Software

- 4 **LOTUS ESPRIT TURBO CHALLENGE**
Gremlin
- 5 **BUMP N BURN**
Grandslam
- 6 **FORMULA ONE GRAND PRIX**
MicroProse
- 7 **SUPERCARS 2**
Gremlin
- 8 **ROADKILL**
Acid Software
- 9 **LOTUS TURBO CHALLENGE II**
Gremlin



- 10 **ATR**
Team 17
- 11 **POWERDRIVE**
US Gold
- 12 **OVERDRIVE**
Team 17
- 13 **STUNT CAR RACER**
MicroStyle



Valhalla

(and Valhalla: Before the War)
Vulcan Software 94%
Issues 59 & 66

Possibly the most instantly captivating game ever to come into the Amiga Action office. Not only is the speech amazing, but the fluidity with which the character moves is superb too, though the graphics could perhaps have been a touch brighter. Very tricky to finish, but easy to get into.



Super Skidmarks

Acid Software 92% Issue 70

No sooner has Turbo Trax superceded Skidmarks as the number one racing game, than the next effort from Acid comes along and reclaims top spot. There's more of the same furiously out of control racing and some great new features too.





Mortal Kombat II

Acclaim 93% Issue 66

Opinion in the office is divided, but by a hair's breadth this comes out as the best beat 'em-up on the Amiga. It's fast, difficult and tremendous fun to play, with a fluidity of movement that is seldom seen. If there has to be a gripe it is the excessive disk swapping and inability to install it to a hard drive.



- 14 **NO SECOND PRIZE**
Thalion
- 15 **NITRO**
Psygnosis
- 16 **LOTUS III**
Gremlin
- 17 **LAMBORGHINI**
Titus
- 18 **F17 CHALLENGE**
Team 17
- 19 **MICRO MACHINES**
CodeMasters
- 20 **JAGUAR XJ220**
Core Design

- 5 **BODY BLOWS**
Team 17
- 6 **BRUTAL: PAWS OF FURY**
Gametek
- 7 **PANZA KICK BOXING**
Futura
- 8 **TORVAK THE WARRIOR**
Core Design
- 9 **BODY BLOWS GALACTIC**
Team 17
- 10 **BUDOKAN**
Electronic Arts
- 11 **ELFMANIA**
Renegade
- 12 **STREETFIGHTER II**
US Gold
- 13 **ORIENTAL GAMES**
Unknown
- 14 **AFTER THE WAR**
Dynamic
- 15 **VIGILANTE**
US Gold
- 16 **WRATH OF THE DEMON**
Readysoft
- 17 **SHADOWWARRIORS**
Ocean
- 18 **FINAL FIGHT**
US Gold
- 19 **NINJA WARRIORS**
Virgin
- 20 **??????????**
??????

Beat'em-up

- 1 **MORTAL KOMBAT II**
Acclaim
- 2 **MORTAL KOMBAT**
Virgin

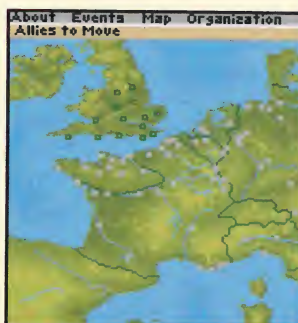


- 3 **SHADOW FIGHTER**
Gremlin
- 4 **IK+**
System 3

Strategy

- 1 **SIMCITY 2000**
Maxis
- 2 **SETTLERS**
Kompart
- 3 **CIVILISATION**
MicroProse

- 4 **THEME PARK**
Electronic Arts
- 5 **UFO**
Microprose
- 6 **DETROIT**
Impressions
- 7 **POWERMONGER + DATA DISK**
Electronic Arts
- 8 **UTOPIA + DATA DISK**
Gremlin
- 9 **MEGA LO MANIA**
Mirrorsoft
- 10 **COLONISATION**
MicroProse
- 11 **POPULOUS II**
Electronic Arts
- 12 **DUNE II**
Virgin
- 13 **K240**
Gremlin
- 14 **PIRATES! GOLD**
MicroProse
- 15 **CAESAR**
Impressions
- 16 **SABRE TEAM**
Krisalis
- 17 **REUNION**
Grandslam



- 18 **D-DAY**
Impressions
- 19 **LORDS OF THE REALM**
Impressions
- 20 **GLOBAL EFFECT**
Electronic Arts

Arcade Strategy

- 1 **CANNON FODDER**
Virgin
- 2 **FRONTIER - ELITE 2**
Gametek
- 3 **LIBERATION**
Mindscape
- 4 **ELITE**
Rainbird
- 5 **SYNDICATE**
Electronic Arts
- 6 **SPACE HULK**
Electronic Arts



- 7 **ARMOUR-GEDDON**
Psygnosis
- 8 **DYNABLAST**
VBI
- 9 **THE KILLING CLOUD**
Mirrorsoft
- 10 **HEIMDALL 2**
Core Design



- 11 **CANNON FODDER 2**
Virgin
- 12 **FLAMES OF FREEDOM**
MicroProse
- 13 **HIRED GUNS**
Psygnosis
- 14 **STARGLIDER 2**
Rainbird
- 15 **THEATRE OF DEATH**
Psygnosis
- 16 **STORM MASTER**
Silmarils
- 17 **SPECIAL FORCES**
MicroProse
- 18 **NORTH AND SOUTH**
Infogrames
- 19 **WAR IN THE GULF**
Empire
- 20 **PIRATES**
US Gold

Platform

- 1 **LION KING**
Virgin
- 2 **ALADDIN**
Virgin
- 3 **JAMES POND 3**
Millennium
- 4 **RUFF 'N' TUMBLE**
Renegade
- 5 **FLASHBACK**
US Gold
- 6 **SOCCER KID**
Krisalis
- 7 **PUTTY SQUAD**
System 3
- 8 **BUBBLE N SQUEAK**
Audiogenic
- 9 **SUPERFROG**
Team 17
- 10 **NAUGHTY ONES**
Kompart



Sim City 2000

Maxis 93% Issue 65

Unfortunately this classic needs an absolute monster of an Amiga to run, but those who have the technology are treated to a superb looking, enticing, involving and completely enthralling strategy epic that tests your management skills to the limit. The game is so open ended that it could literally last you for years.





Syndicate

Electronic Arts 93% Issue 47

Due for a resurgence on budget despite still adorning the shelves of most shops almost two years after release, *Syndicate* remains one of the best games of its type. 'Vicious' is the best way to describe it, though 'brutal' runs that a close second. Compelling from start to finish, with detailed graphics, and absorbing sound and gameplay.



World of Lemmings

Psygnosis 87% Issue 67

After countless incarnations the *Lemmings* returned for another bout of attempted suicide, only this time they were bigger. Hailed as a throwback to the simplicity of the original, the All New World offers little in the way of originality but more than enough scope for *Lemmings* fans to wet themselves all over again.



Aladdin

Virgin 92% Issue 65

Any doubts about the possibility of converting such a visual treat to the Amiga are soon dispelled as the game weaves its magic spell. You'll be humming the signature tune within minutes and falling over yourself to play it time and again. The atmosphere of the film has been faithfully re-captured, thanks to the ultra-smooth animation and excellent gameplay.



Role Playing

- 1 **AMBERMOON**
Thalion
- 2 **DUNGEON MASTER**
Psygnosis
- 3 **CHAOS STRIKES BACK**
Psygnosis
- 4 **EYE OF THE BEHOLDER II**
US Gold
- 5 **LEGEND**
Mindscape
- 6 **KNIGHTMARE**
Mindscape
- 7 **ISHAR 3**
Daze



Bat 'n' ball

- 1 **PINBALL ILLUSIONS**
21st Century
- 2 **PINBALL FANTASIES**
21st Century
- 3 **PINBALL DREAMS**
21st Century
- 4 **ARKANOID 2/REV OF**
Ocean
- 5 **OBSESSION**
Merlin
- 6 **SHUFFLEPUCK CAFE**
Ubisoft
- 7 **ARKANOID**
Ocean
- 8 **KRYPTON EGG**
Rainbird



- 11 **OUT TO LUNCH**
Mindscape
- 12 **KID CHAOS**
Ocean
- 13 **ZOOL**
Gremlin
- 14 **THE ADDAMS FAMILY**
Ocean
- 15 **ASSASSIN '94**
Team 17
- 16 **ASSASSIN**
Team 17



- 17 **PREMIERE**
Core Design
- 18 **GODS**
Renegade
- 19 **FURY OF THE FURRIES**
Mindscape
- 20 **ZOOL 2**
Gremlin

Puzzle and Quiz

- 1 **LEMMINGS 2**
Psygnosis
- 2 **BENEFACOR**
Psygnosis
- 3 **OH NO! MORE LEMMINGS**
Psygnosis
- 4 **LOST VIKINGS**
Interplay
- 5 **DIGGERS**
Millennium
- 6 **PIPEMANIA**
US Gold
- 7 **ONE STEP BEYOND**
Ocean
- 8 **PUSH-OVER**
Ocean



- 9 **ALL NEW WORLD OF LEMMINGS**
Psygnosis
- 10 **HUMANS/JURASSIC LEVELS**
Mirage

What's the crack, like?

The way in which the Superleagues work is thus. At the end of every month, we take a look back at the games which have arrived, and the marks they have been given. The best games are considered for inclusion in the 'leagues, but first we scan the relevant columns and decide where, if anywhere, they should go. Old games may still ride high, not because they outshine the new, but because they have stood the test of time. It's all complicated and stuff.

Swap Shop

Contacts wanted male or female 18-23 with A500. Write to me now, I always answer. Matthew J. Glover, 12 Garrick Street, Alvaston, Derby, DE24 8PT.

I will swap Theme Park for Fate of Atlantis or The Big Red Adventure (er.. it's not out mate) or Ultimate Soccer Manager. Alex Gladwin, 0181 868 5566.

A1200 for sale plus loads of games and accessories. £600 or will split, send SEA to Paul Williams, 61 Hermitage Road, Upper Norwood, London SE19 3QN.

One year old A1200 (Desktop Dynamite) + four great games and zipstick for sale. Phone for offers. Alex Buchannan-Dunlop, 01488 688209.



Wanted Battletech 2 and Curse of The Azure Bonds (Steve had that... he was off for weeks, they had to get the doctor out to him in the end). Will pay £10 each. Michael Tobin, 30a Victoria Street, Hudenall, Notts NG15 7EA.

Wanted cheats for all A1200 games. Swaps also wanted. Michael Pullen, 25 Elmwood Road, Bracken Bank, Keighly. Swap my A600 with loads of games and a Game Boy with eight games for your A1200 with 1-5 games. Ben Keeling, 0181 579 4368.

Leisure Suit Larry 3 £8, Police Quest 2 £8. Ring Jog 0115 9231162.

Wanted: Legends of Valour, Might & Magic and Chaos Strikes Back maps and hints. Malcolm Airey, 01327 706819.

Desperately wanted: Barbarian (Kixx/Palace) and other "older" games to buy or swap. David Campbell, 0131 334 5752.

Wanted: It Came From the Desert 2 (Ant Heads). Will swap or buy. Neil Smith 0191 386 8648.

A1200 for sale with 80mb hard drive, loads of games, mouse, 2 joysticks plus magazines and tips. £350 ono. Andrew Wright, 01527 876911.

Wanted: [Ooh you're all so original in the way you start your ads] football management, crick-

et and horse racing games for A500 (1meg). Championship Manager, Football Director [Yes yes they get the message]. Preferably boxed and in good condition [But you will accept a pirated copy in crap condition yeah?]. Bryan Hurrell, 136 Pemdevon Road, West Croydon, Surrey CR0 3QP.

For sale! A selection of emulators for the Amiga from £2 each. Mathew, 19 Garfield Road, North Chingford, London E4 7DG.

Set of at least 40 top Amiga games for sale. All boxed, all in excellent condition (one or two not used!), including Chaos Engine, KGB, TV Sports Baseball, Champ Manager 94, Hired Guns, Sens Socc etc etc. Just £120 for 40+ games. Won't split. Ring

01706 220471, buyer collects or pays carriage.

Amiga games for sale. 20 games including some of the best of recent years. £100. Kevin Thornton, 21 Wayside Close, Doncaster, South Yorks.

Amiga 600 2meg, mouse, joystick, games utilities all ex condition. £150 ono. Phone 01983 292387 after 3pm, pp may be included. I

Willis, 97 Adelaide Grove, East Cowes, Isle of Wight PO32 6DR.

Female pen pal wanted 17+ with A500+, into sports and other good games. Photo please [Cheeky get!] Write to me, Alex Littlewood, 4 Hannay Court, Wyke Bradford, West Yorks BD12 8HA.

Wanted urgently: anyone still smart enough to have an A1200 to swap tips and cheats and games. Write to Davy "Gazza is a fat useless tosser who had a decent World Cup '90 and has been riding on the back of it ever since and the jocks are welcome to him" McKigen, 152 Lunderston Drive, Craigbank, Glasgow G53 6BS.

100mhz 486 DX4, 8mb RAM, PCI graphics card, 520mb IDE hard drive, quad CD-Rom, 14.4 fax modem, soundblaster 16, SVGA monitor, Dos, Windows, Works, 17 games including Bioforge and DM2. Sell for only £600 or swap for UK Playstation and Saturn. Andy, 6-8pm, 0191 5495097.

Sell or swap: Syndicate, B17, Gunship 2000 £10 each; Chaos Engine, JPark, Faldo's Golf £7 each; Their Finest Hour, Laser Squad, Captive £6 each. Wanted: Sim City, SWIV, Sabre Team, Reach for the Skies, Pacific Islands, Mega-Lo-Mania, Alien Breed and AB2. Ring Derek on 01274 665009.

Mega Drive 2 for sale. Unwanted present, still boxed, includes 10 games. Sell for £200 ono. Michael Heslop, 01259 743079.

For sale: M1 £9, Birds of Prey, F19 Stealth Fighter, Pinball Fantasies £8 each, James Pond 2, Overdrive £7 each, Final Fight, 4D Sports Driving, Robocop 2, Altered Beast £5, all ono. Boxed with manuals. Phone Vince, 01234 217616.

A1200 6 megs, 80 meg hard drive, CD32, colour TV, includes SWOS [What does, the telly?], all leads and connectors, offers for all or separte, all boxed, some receipts. David Brophy, 01424 712704.

For sale: A1200, monitor, external disk drive, 2 joysticks, 2 mice [nice grammar!], disk storage boxes, loads of games and computer desk. £400, excellent condition. Mr. L. Graves, 0181 561 0900.

Amiga 1200, extra disk drive, 2 joysticks, over £700 worth of games, for sale at £350 ono. Craig Roberts, 01702 302445. Game Gear for sale with games, TV tuner and other attachments. £120 or will swap for Sky TV system. Will split. Amiga for sale. Matthew Wall, 01747 854108.

Boyzone! Amiga games for under a tenner. Steel Sky, Valhalla 1 & 2, Heimdall 2, Ishar 3, Kyrandia, EOB II, Beast III, Monkey Island. Send £9.99 to Miss Obiorah [Alright there Dumbi love!!] at Flat 1, 23 Eastdown Park, Lewisham, London SE13 5HU.

Wanted: JW Snooker, Kick Off 1, 2, 3 + extra time, Jag XJ220, Jurassic Park. Mortal Kombat 2 & 3 and FIFA Soccer. Write to Jay Pickett, 40 Overlea Drive, Howarden, Deeside, Clwyd CH5 3HS.

Sell many cheap Amiga, Mega Drive, Game Gear, Gameboy, Lynx and Supervision games and accessories. Please phone Matt on 0151 3439360, Thanks.

Female penpals wanted (14+). Have A500, A1200, CD32. 100% reply. Steven Blackmore, 98 Briewood Road, Stoneleigh, Epsom, Surrey KT17 2NG. Age 16.

Wanted: any emulators for the Amiga. Software only please, send lists etc to Matthew, 19 Garfield Road, North Chingford, London E4 7DG.

Wanted: A1200 contacts to swap games, tips, cheats. Oly the serious, OK? Gavin Wright, 140 Taplow, Thurlow Street, London SE17 2UJ.

AGA owners for demo and game swap wanted. Send list to Per Hanson [That's a name, not a quantifying amount], Kloervet 8, 4220 Korsok,

Denmark. Ooh, it'll get there... Amiga 600 joysticks, mouse, over 30 games, all boxed with instructions including SWOS, Cannon Fodder 1 & 2, Syndicate [etc etc, blah blah], plus dozens of mags, computer desk and chair if wanted [Why not throw the settee in mate, maybe a nice vase - what's up, are the bailiffs after you?]. Phone John after 5pm on 01604 412545.

Sega Mega Drive CD loads of games VGC, £50 ono. 0170 547943 any time.

A1200 with 85mb hard drive and an extra disk drive. Thirteen top games and 5 packages, sipstick, joystick, dust cover etc. Will sell for £140 ono. Gavin Gittins, 01685 873999.

50 CD32 games for sale! Just about everything decent ever released! Alien Breed, Syndicate, D/Generation, Shadow Fighter, Sensible Soccer, Arabian Knights, Chaos Engine and loads more. £150. 01706 220471 after 6pm.



Wanted! Pen pals and friends to swap/sell games, cheats, hints and tips. 100% reply! Duncan Ratcliffe, 20 Greenbrook Close, Lowerhouse [The only cricket team in the Lancashire League never to have won a trophy, readers!], Burnley, Lancs BB12 6PE.

Amiga contacts wanted to swap games, utils and general odds and sods of info 100% reply. Robert Booth, 45 Woodhill road, Bury, Lancs BL8 1BD.

Wanted: X-Cad 3000 or 2000. Cash waiting, phone Ste on 0151 228 0269.

A500 for sale, joystick, mouse, games etc. Excellent condition, £150, reasonable offers considered. Ben Page 01634 261991. Amiga software, computer mags and misc. items for sale at low prices. All original, write for detailed printed lists. Stuart Hardy, 33 Fir Tree Drive, Wales, Sheffield, S31 8LZ.

SwapShop

Wanted: Ports of Call (business sim) and Mega Fortress for A500+. Call Glen between 4pm and 7pm Monday to Friday. 0113 2636 586.

Amiga CD32, 22 games including UFO, Cannon Fodder and more. £170. Phone 01787 278857.

A500, excellent condition, 45+ games, two joysticks, two mice, games include SWOS, Dreamweb, Walker. Only £225 ono. Stuart McNally, 0181 302 4087.

A500 games for sale, mostly golden oldies. All £5 each plus £1 p&p. John Cleaneley, Flat 9, Brentwood Court, North Parade, Leeds L16 5QB.

Swap Sensible Soccer and Kick Off 3 for FIFA Soccer. Also Fantasy world Dizzy, Kwik Snax and Body Blows for Soccer Kid. Some boxed, all instructions. Simon Nelson, 0181 300 3951.

For sale: 1942 monitor hi-res. Designed or A4000. Offers please? Also various games for sale, adventure, strategy etc., mint condition, boxed. Robert Cooper, 01903 246230.

Amiga 1000, £50. Buyer collects. Tel 01442 395857.

Swap Monkey Island 2 + hint book, Curse of Enchantia; Wanted: Simon the Sorc, Fate of Atlantis (adv). Sell: Cannon Fodder 2 £10. All boxed in good condition. All A500. Tom Brimson, 01773 861577.

For sale: A1200 170meg hard drive, extra disk drive, hundreds of games, £800. Tel 01262 603106, ask for Scott.

Wanted: Dungeon Master, Ambermoon, Valhalla or any RPG. Swap/sell Hard Nova, Darkmere, Dragonstone, Heimdall 2 etc etc. £5-10. Susan Long, 71 Havannah Crescent, Dinnington, Newcastle NE13 7JL. If you're stuck on EOB II then drop me a line stating where you are stuck and I should be able to help. Please enclose SAE for guaranteed reply. Maps also available. Paul Parkinson, 10 Kennet Road, Tidworth, Wilts SP9 7NT.

Wanted: Genesia for A500+, will buy for under £10 or swap for Curse of Enchantia or Lure of the Temptress. Must live in Sunderland or



Newcastle area for face to face swap. Must be boxed with manual. Phone and ask for Katherine after 6pm weekdays or all day weekends. 0191 5849888.

Wanted: very sexy female penpals 12+ to write to. Write to [huh?] Andris Magazeins, Jelgavas 7-9, Aixpute, LV-3546, Latvia, Europe.

Ishar 3, Darkseed, Kyrandia, Monkey Island, Steel Sky and more. All are under £10. Also EOB II, Shadow of the Beast 3, Valhalla 1 & 2. Ring 0181 297 2587.

Okay, if you're reading this then you can win some games. Paul Roundell here, and I want everyone to send envelopes to 'Steve McNally, you bland sack of spew!' at the usual AA address. There's no need to put anything into the envelope, just put your name and address on the back and we'll pick out five at random to receive a game from my personal collection. Because of course we don't have any here any more. Right! Do it now! Thanks.

Amiga contacts wanted [To swap pirated games and other stuff no doubt, hey? Hey?] worldwide. Write to Salah Kais, PO Box 3267, Illweeya 12902, Baghdad, Iraq.

Wanted: Lords of Chaos data disk, Full Metal Planet and When Two Worlds War. Paul Lawrence on 01642 820847.

Sega Mega Drive and Mega CD, loads of games VGC. £350 ono. Full details phone 01704 547943 any time.

For sale: Theme Park (A1200), Champ Manager Italia '95, SWOS, £15. Cannon Fodder £10, Zool 2 £5. Phone Tom, 01734 470492.

For sale: A500 (TMB) [What the hell does that mean?], 600 disks [Pirate!!!!], mouse, joy-

sticks, modulator, £300. amer Tabbara, Syria, Aleppo, PO Box 6383.

Swap T2, JPond, Brian Lion, Zool, Monkey I, Prince of Persia for a good adventure game. Joseph Rossiter, 01529 460431.

Wanted: female gamers to discuss life, computing or anything

at all. Write soon. Colin Edwards (age 26), 18 Donald Road, West Croydon, Surrey CR0 3EP.

Wanted: bird for desperate loser. Write to, erm, LaLa Boomshaka, um, Scotland.

For sale: A500 pro ram 1.5meg upgrade trapdoor PCB with clock. Brand new but unwanted, cost £80 sell for £55. P Styles, 01672 861448.

Wanted: Jetstrike, Space Hulk and/or UFO for A500, will swap for my F1 [and some other stuff we can't read] David King, 33 Huntsmans Drive, Upminster, Essex, RM14 3YU.

A500 with upgrade plus monitor, two joysticks, mouse and loads of games (no pirates). Must sell ASAP for £350 [Chortle] ono. Will deliver if not too far out. Zoe Miller, 01730 816993.

Sell: FIFA Soccer £10, PM2 £10, Lemmings £5 [Ooh, they're queueing up!], Back to the Future £3 or the lot for £25. All boxed originals. Andrew Burton, 97 Wickham Chase, West Wickham, Kent BR4 0BQ.

For sale: C64 with disk drive, lots of games, business and graphics packs, new action replay mkVI etc. Swap for any A500 compatible goods [blah blah... and some other stuff...] Stephen Pennington, 01942 517813.

Advertisements in the world famous Swap Shop are free, and all we ask is that you keep them reasonably short. Otherwise we probably won't be arsed typing them in. It's probably best if you write really neatly as well, because we'll probably chuck untidy ones away. Nice one.

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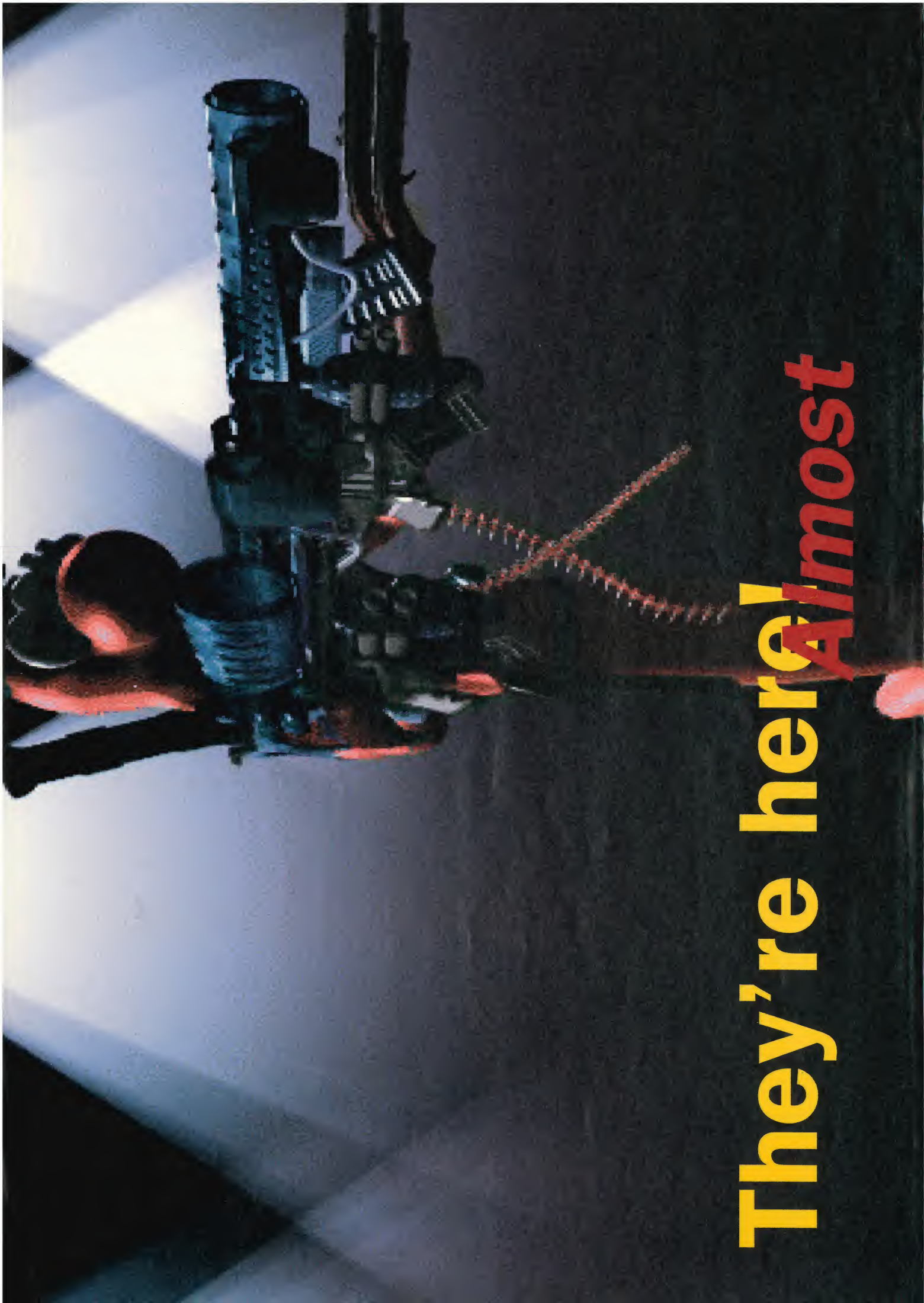
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They're here!
Almost

Liana

Are you in need of a fast and easy connection between two Amiga's? Liana, the low-cost network solution, is exactly what you want! Just plug it in, install the software, and it runs! Nothing could be easier than that. Liana is the network solution for those with a small budget and big needs. You can even share your hard drives and printers.

- For every (!) Amiga from WB 2.0 on with a free parallel port
- Includes cable
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- English manual
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The video module, Pablo, expands your Picasso II with two new video outputs. Using the Pablo, you can view your Picasso output on any TV or VCR. All with quality that you would only expect to see from broadcast video encoders. That is why the Picasso II video encoder module, Pablo, won in the (German) magazine 'Amiga Magazin' (issue 5/94) test for video encoders.

- Three cables included: RCA, S-VHS and SCART
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- 24Bit Animation program included
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- Plugs onto the Picasso II - no Zorro-Slot required
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Ariadne

Don't get overwhelmed with the complexity of setting up a network, use our Ariadne Ethernet card that is compatible with all Amigas that have an available Zorro Slot. This card is not only easy to network - it also equipped with 2 additional parallel ports offering multiple network solutions.

- 10Base-2 (Thin Ethernet, coax-cable) and 10Base-T (Twisted pair, western jacket)
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- English manual

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